

FIG. 1

# USAGE

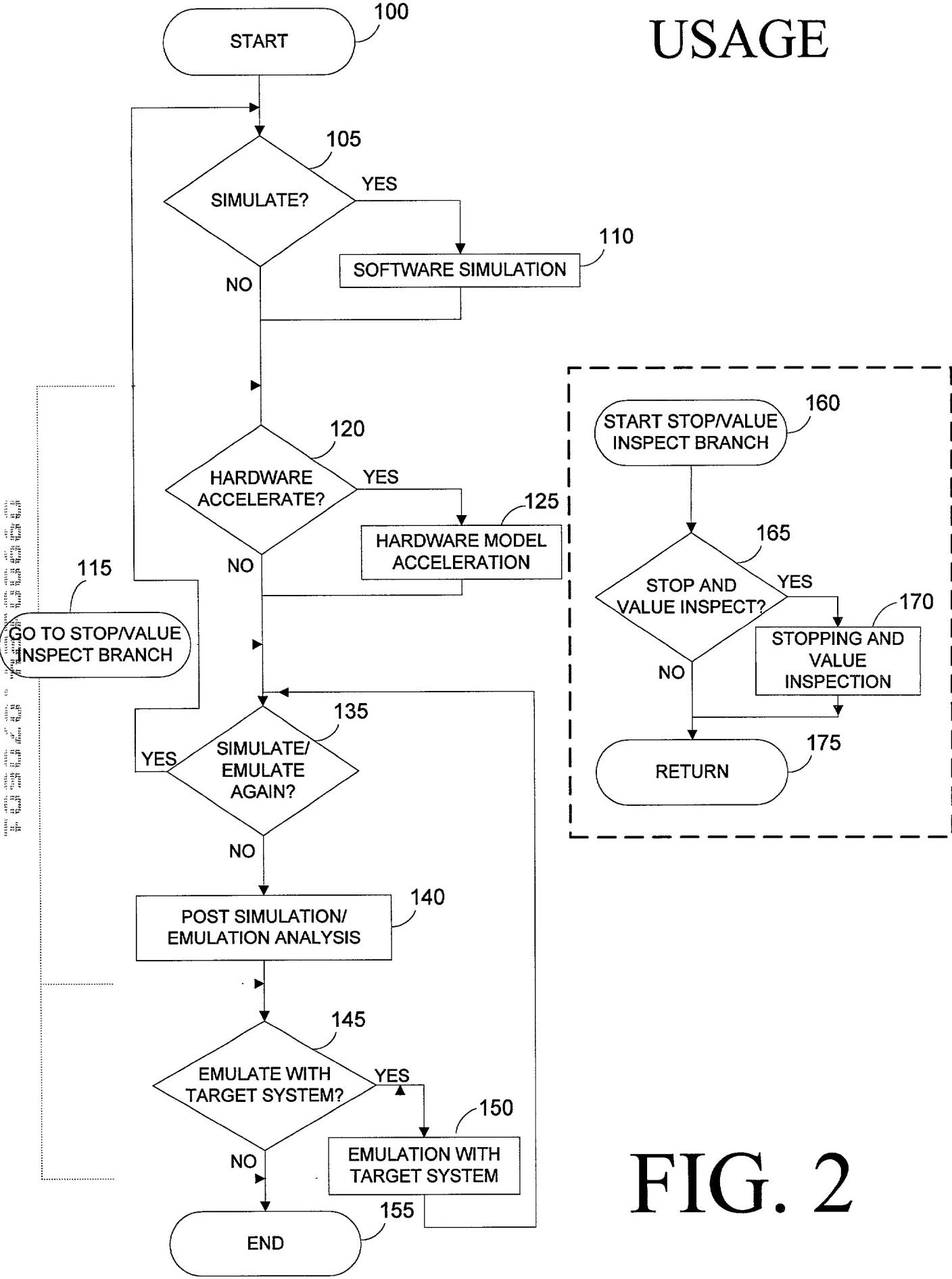


FIG. 2

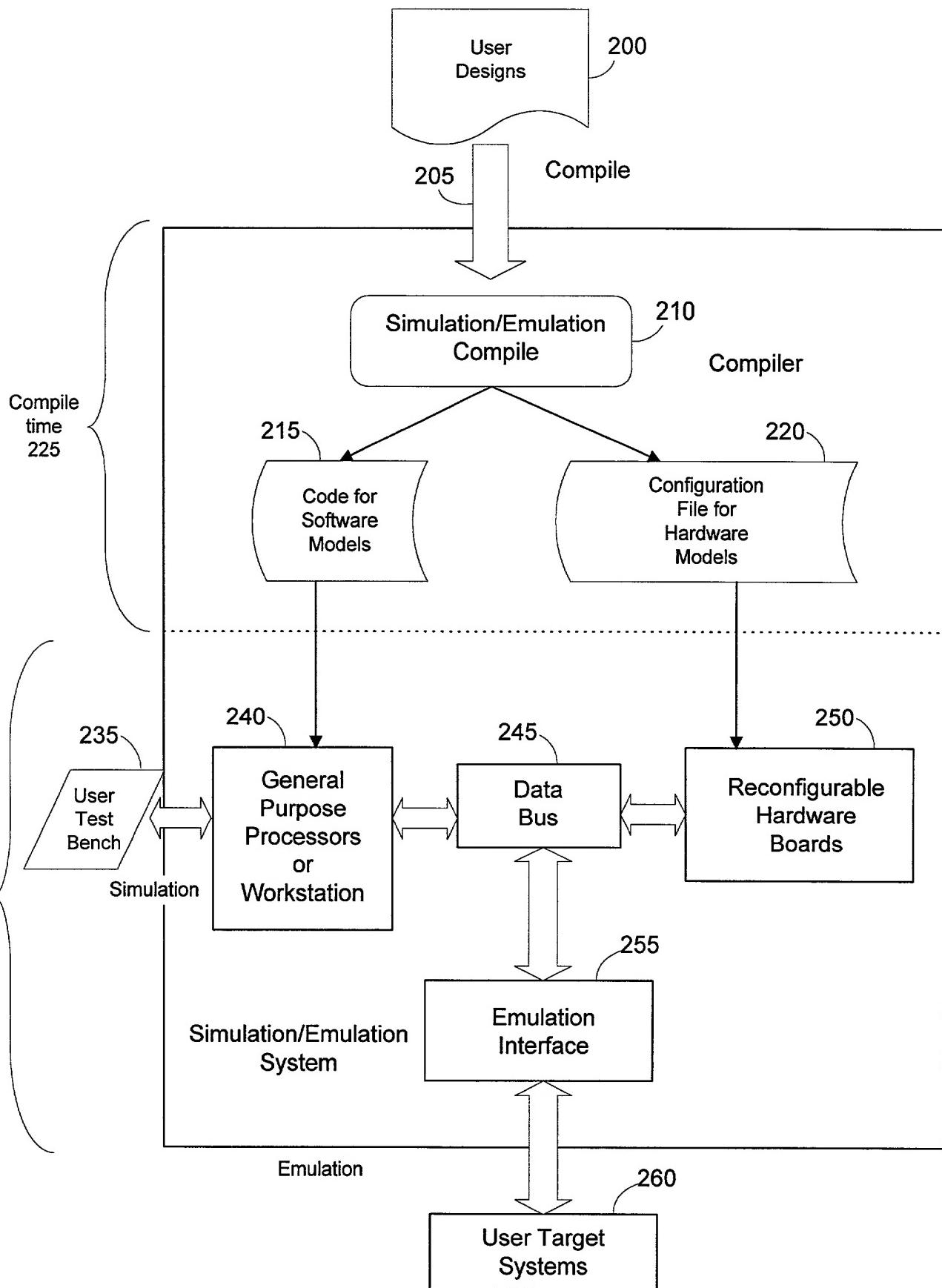
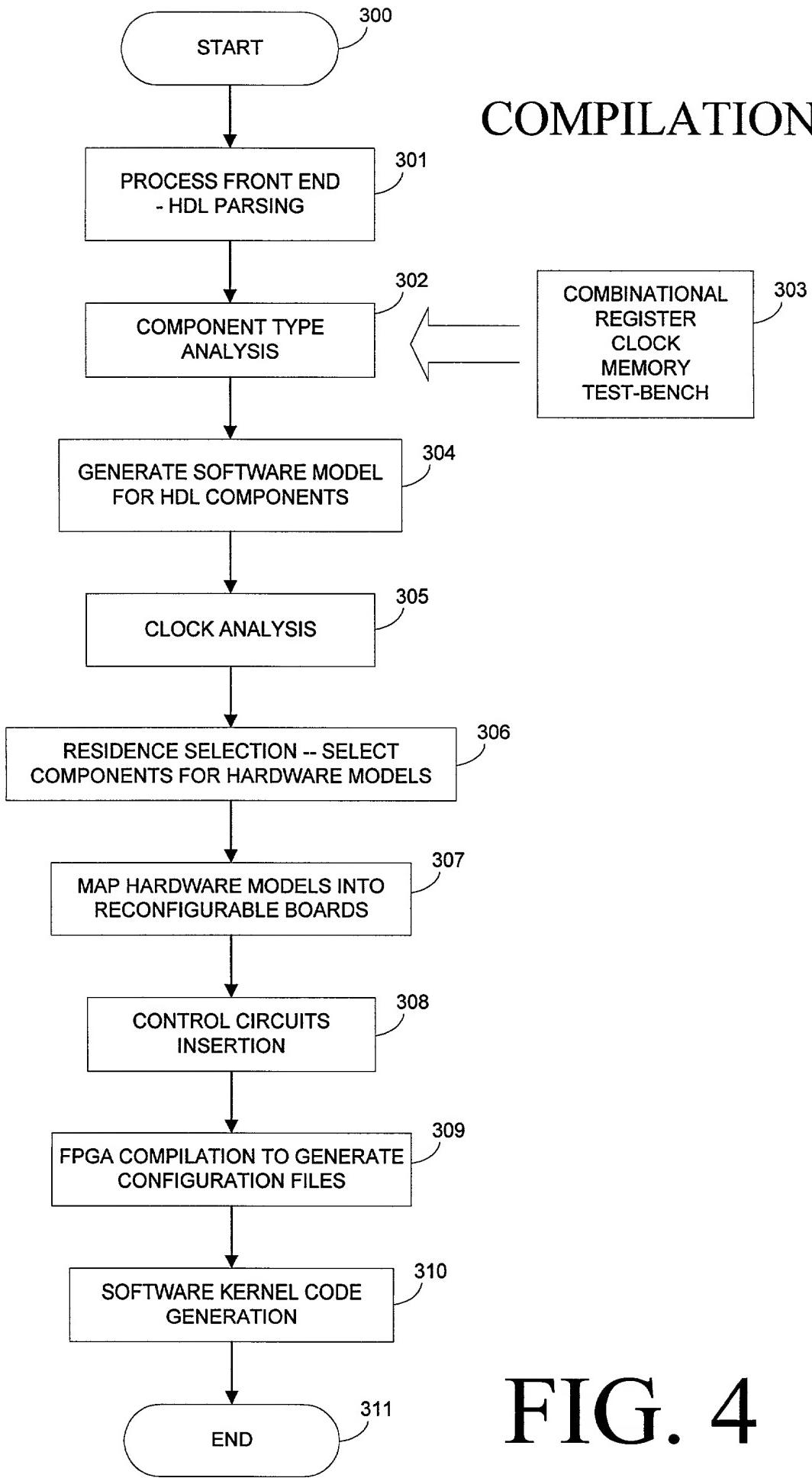
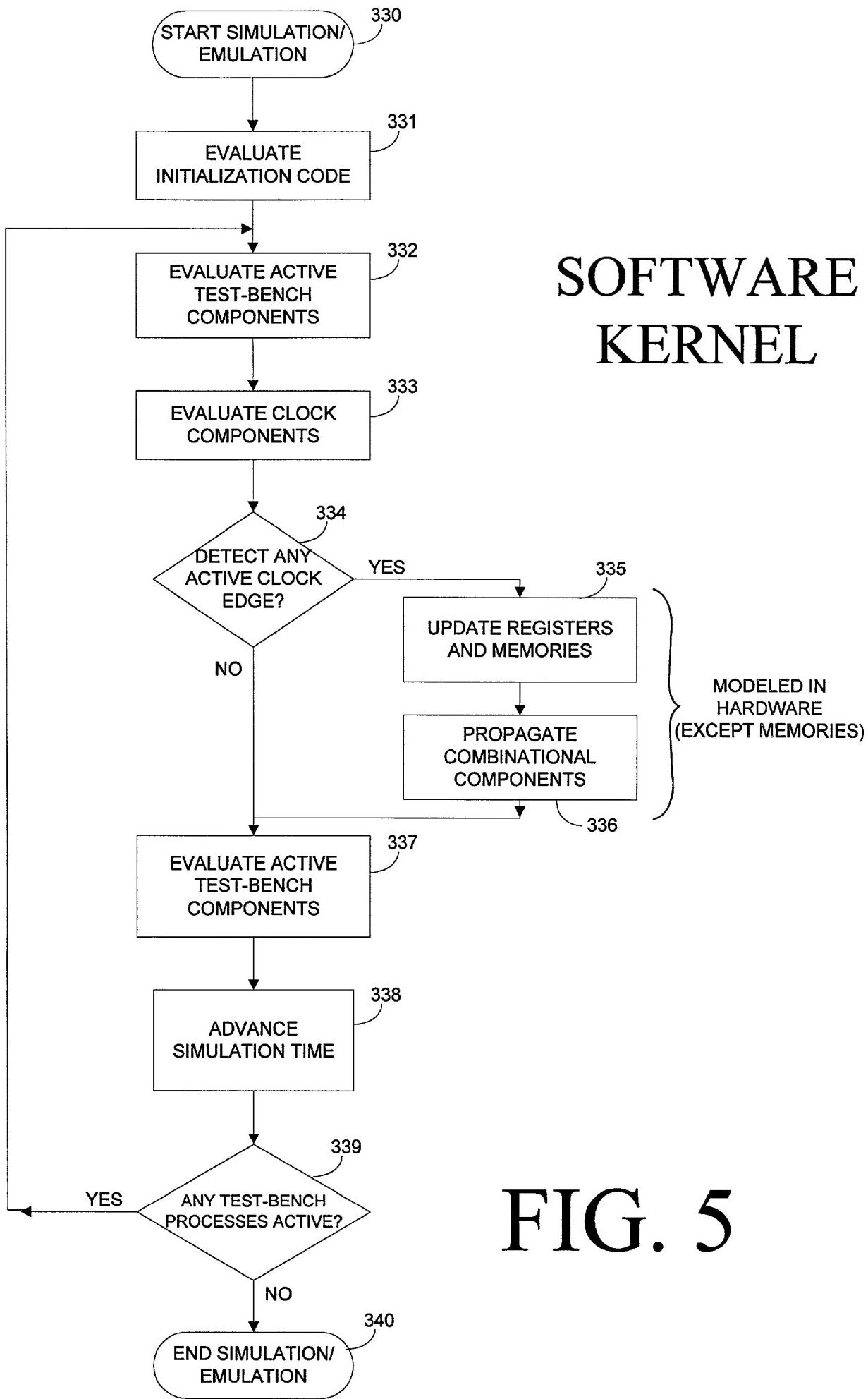


FIG. 3



**FIG. 4**



# SOFTWARE KERNEL

FIG. 5

# MAPPING HARDWARE MODELS TO RECONFIGURABLE BOARDS

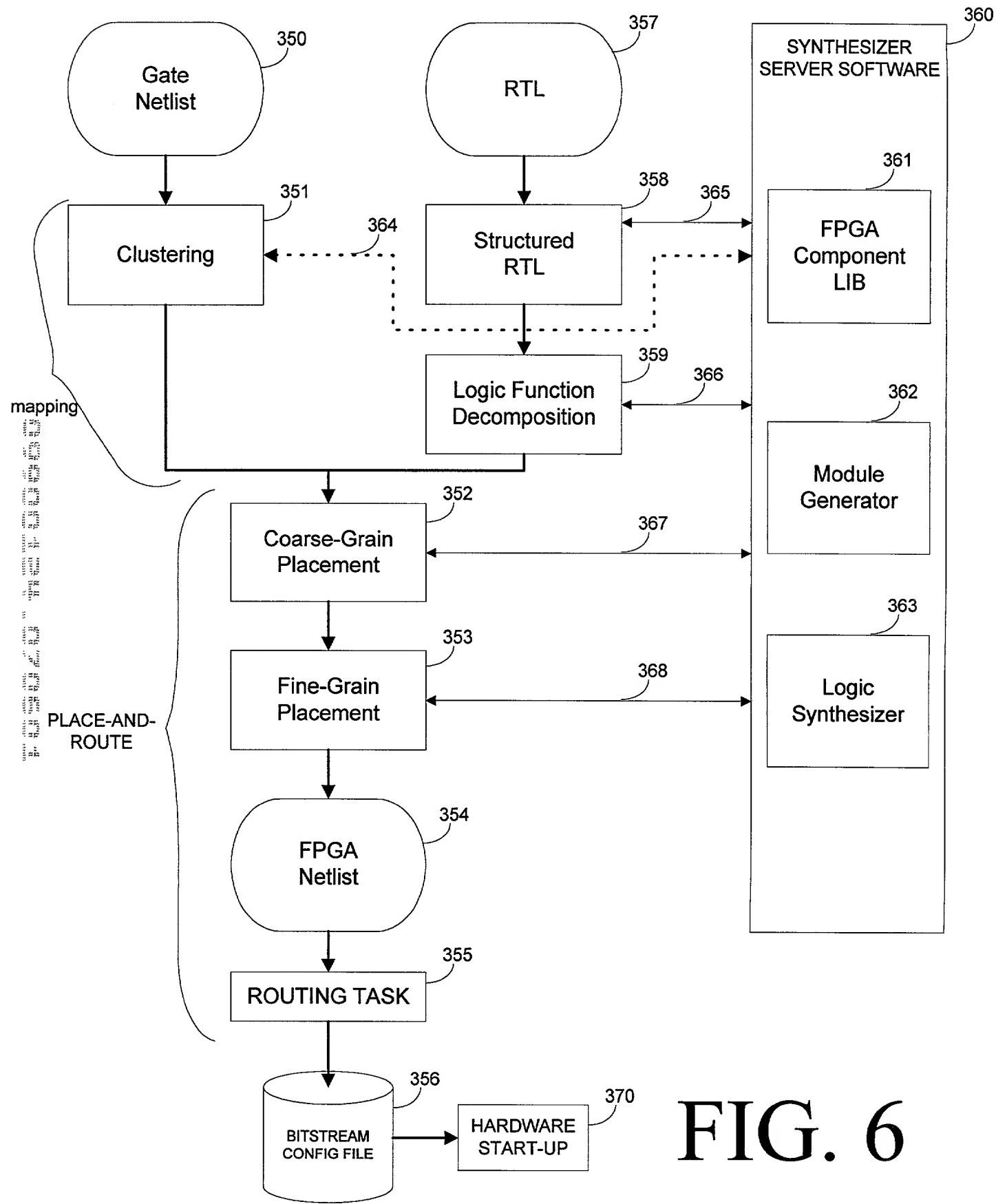
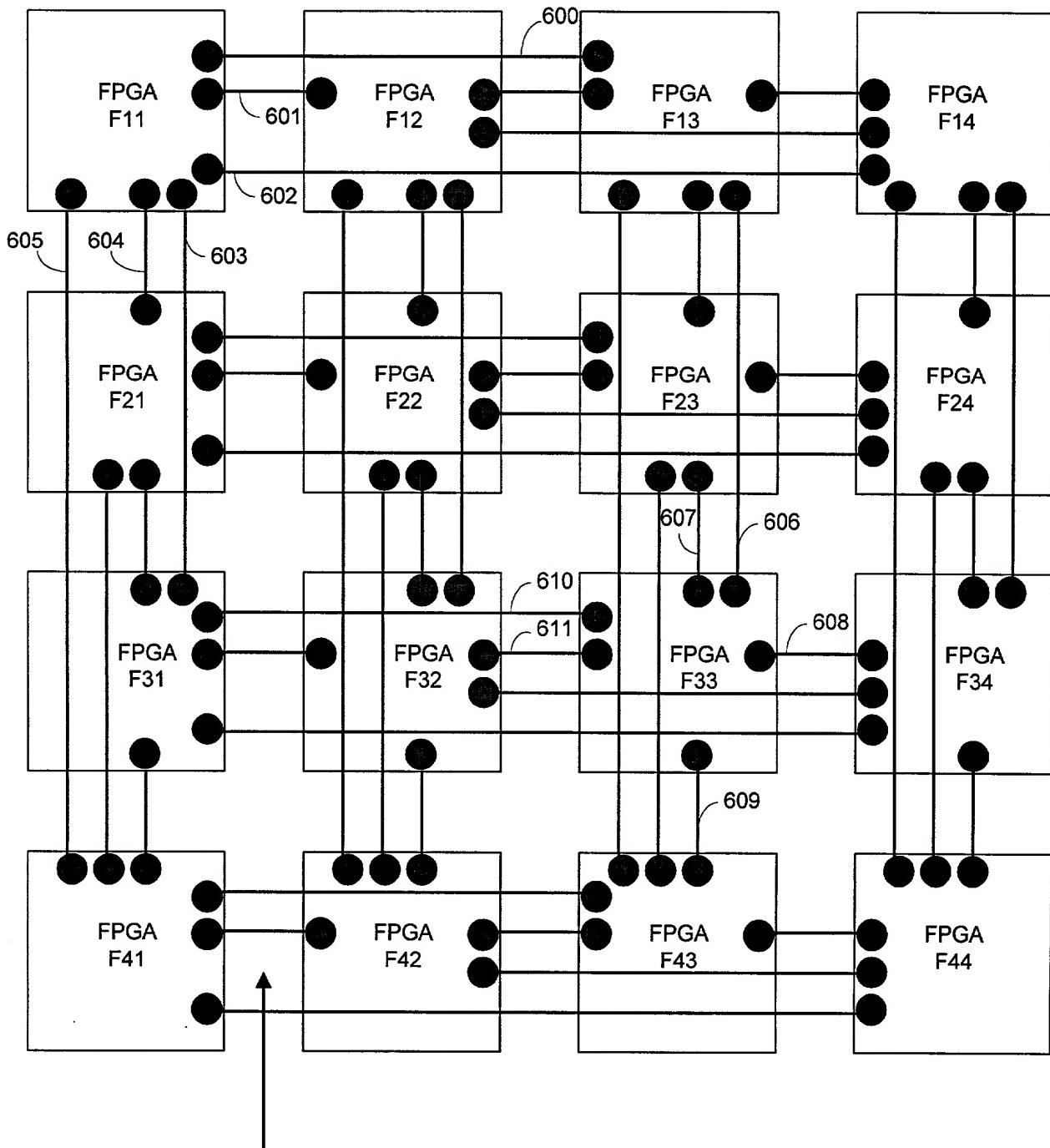


FIG. 6

	F11	F12	F13	F14	F21	F22	F23	F24	F31	F32	F33	F34	F41	F42	F43	F44
F11	1	1	1	1	1	0	0	0	1	0	0	0	1	0	0	0
F12	1	1	1	1	0	1	0	0	0	1	0	0	0	1	0	0
F13	1	1	1	1	0	0	1	0	0	0	1	0	0	0	1	0
F14	1	1	1	1	0	0	0	1	0	0	0	1	0	0	0	1
F21	0	0	0	0	1	1	1	1	1	0	0	0	1	0	0	0
F22	1	1	0	0	1	1	1	1	0	1	0	0	0	1	0	0
F23	0	0	1	0	1	1	1	1	0	0	1	0	0	0	1	0
F24	0	0	0	1	1	1	1	1	0	0	0	1	0	0	0	1
F31	0	0	0	0	1	0	0	0	1	1	1	1	1	0	0	0
F32	1	1	0	0	0	1	0	0	1	1	1	1	0	1	0	0
F33	0	0	1	0	0	0	1	0	1	1	1	1	0	0	1	0
F34	0	0	0	1	0	0	0	1	1	1	1	1	0	0	0	1
F41	0	0	0	0	1	0	0	0	1	0	0	0	1	1	1	1
F42	1	1	0	0	0	1	0	0	0	1	0	0	1	1	1	1
F43	0	0	1	0	0	0	1	0	0	0	1	0	1	1	1	1
F44	0	0	0	1	0	0	0	1	0	0	0	1	1	1	1	1

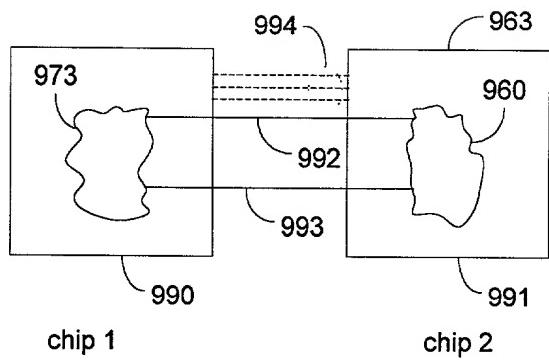
FIG. 7

## FPGA INTERCONNECTION

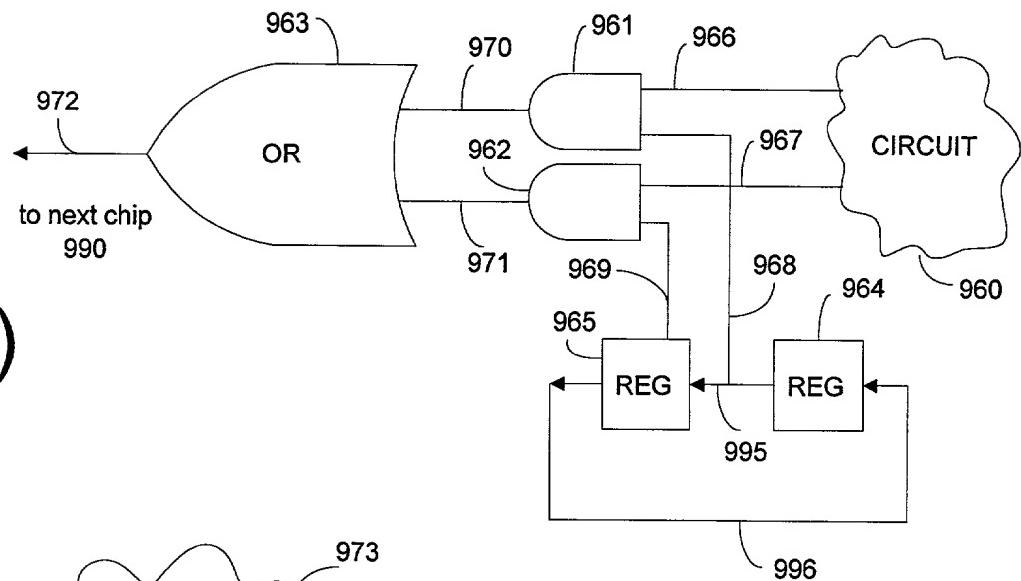


**FIG. 8**

(A)



(B)



(C)

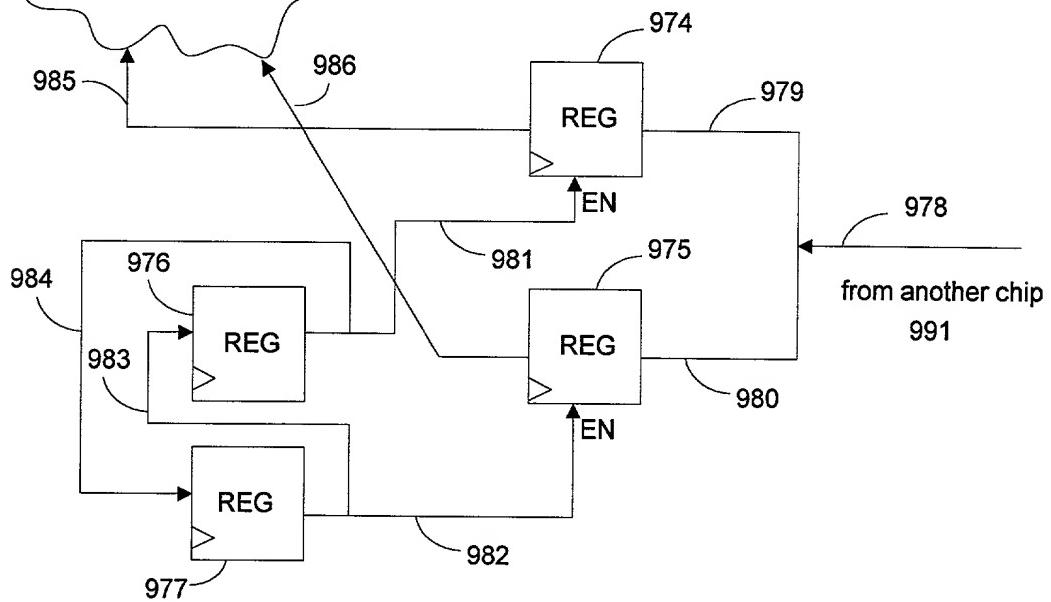


FIG. 9

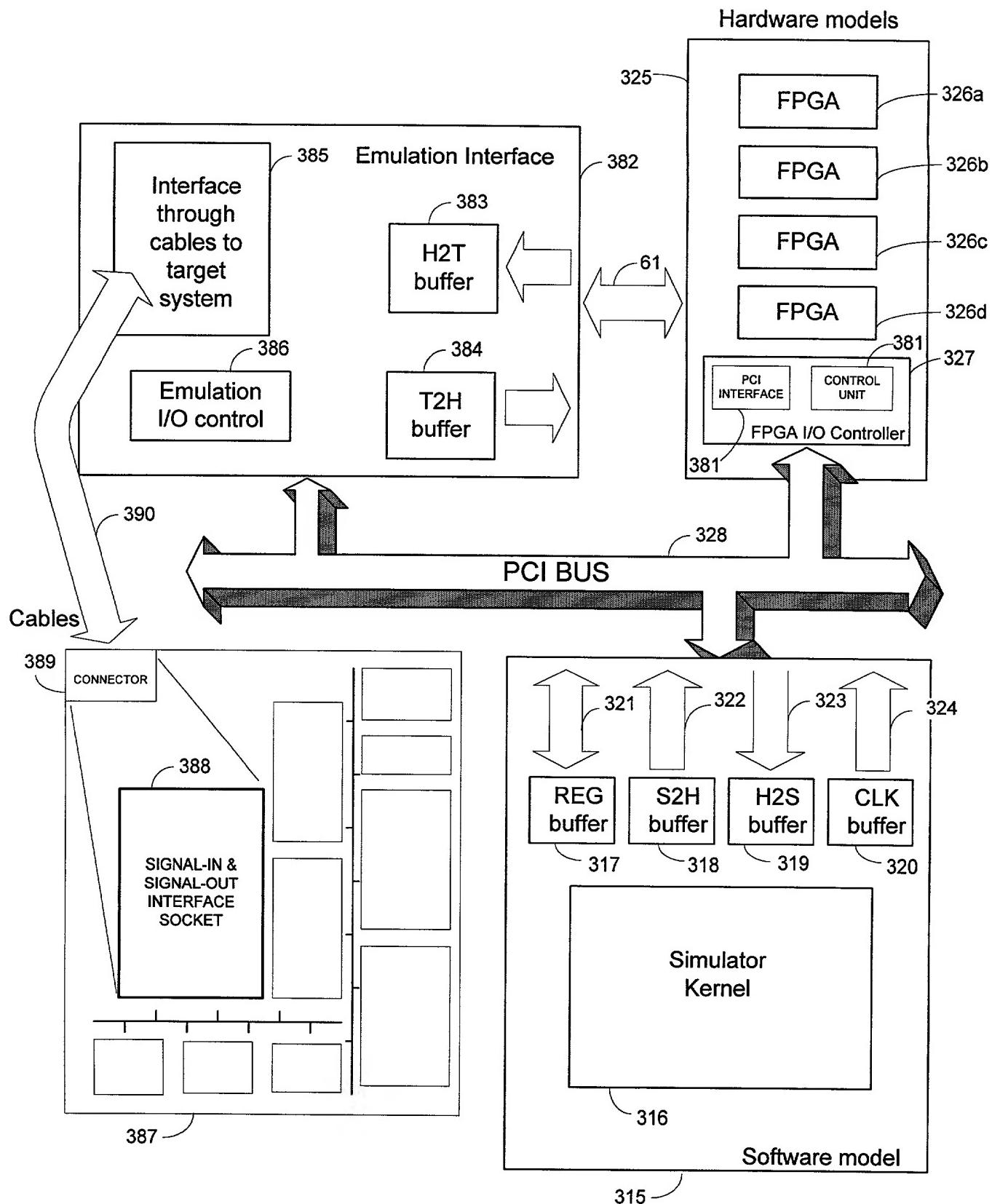


FIG. 10

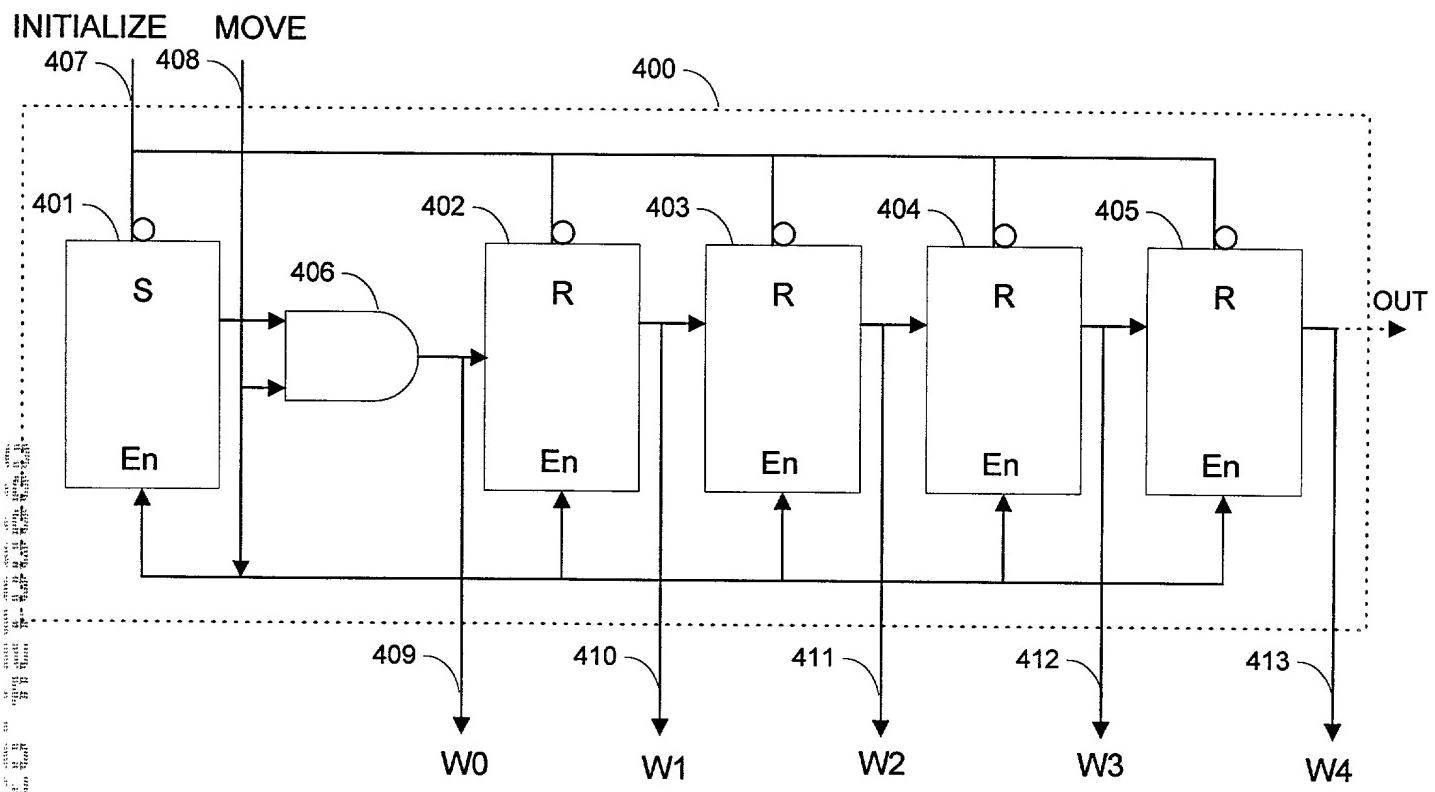


FIG. 11

# ADDRESS POINTER INITIALIZATION

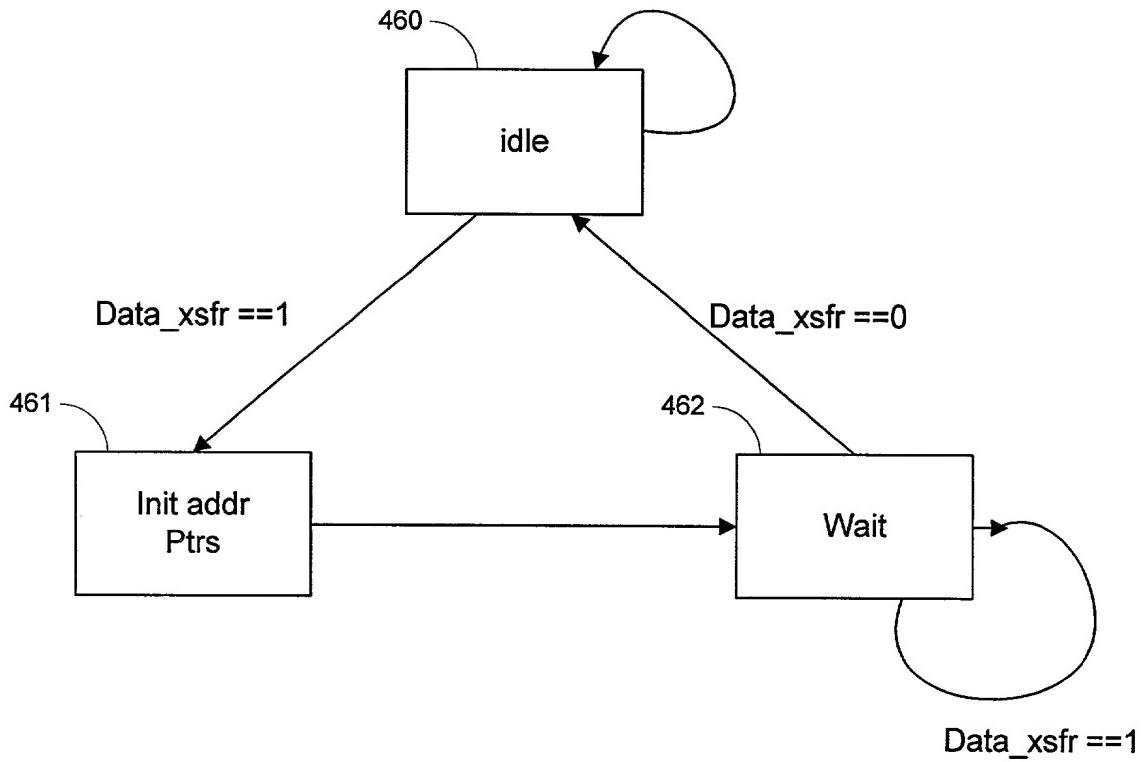


FIG. 12

EACH SEM-FPGA CHIP

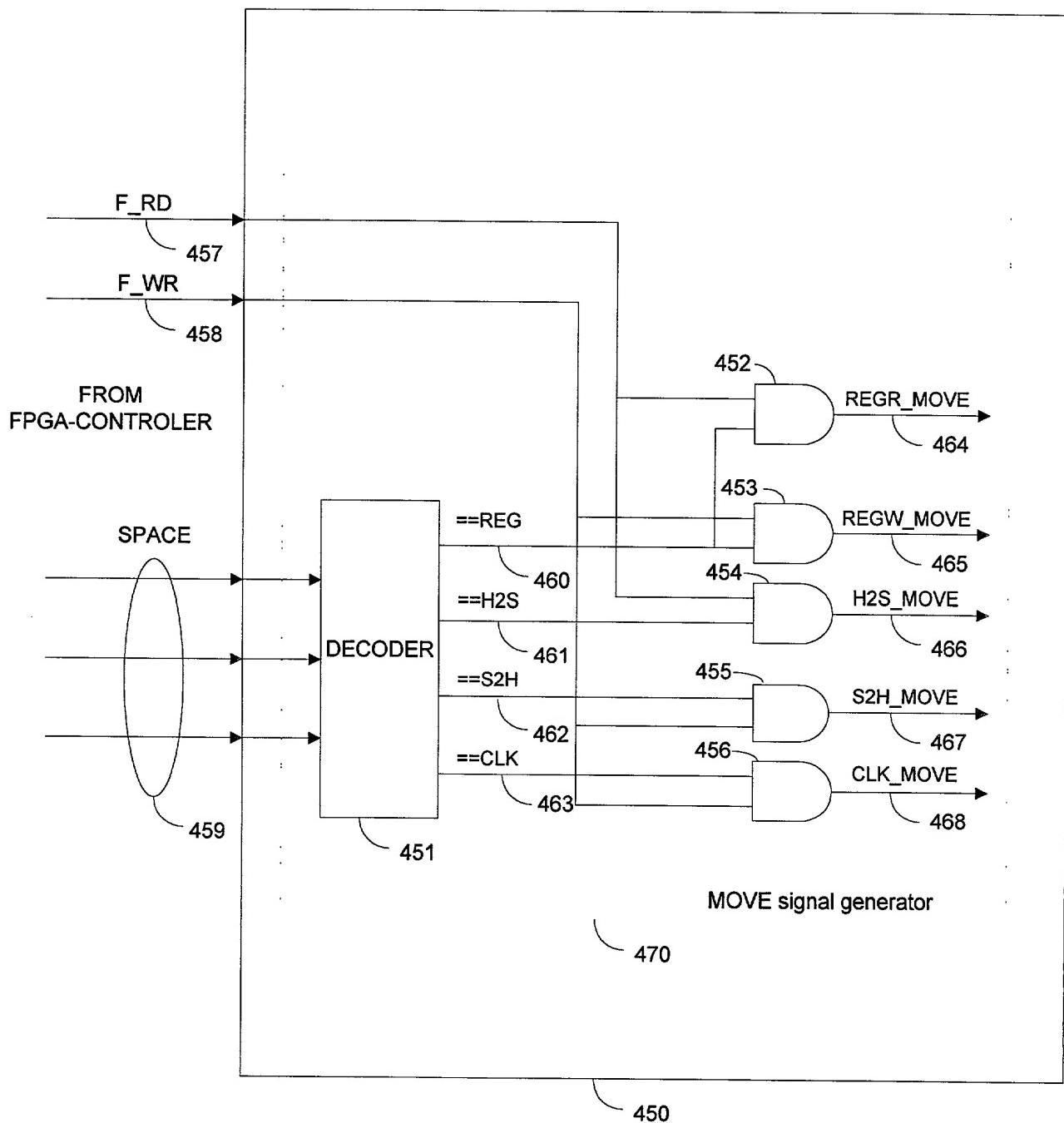
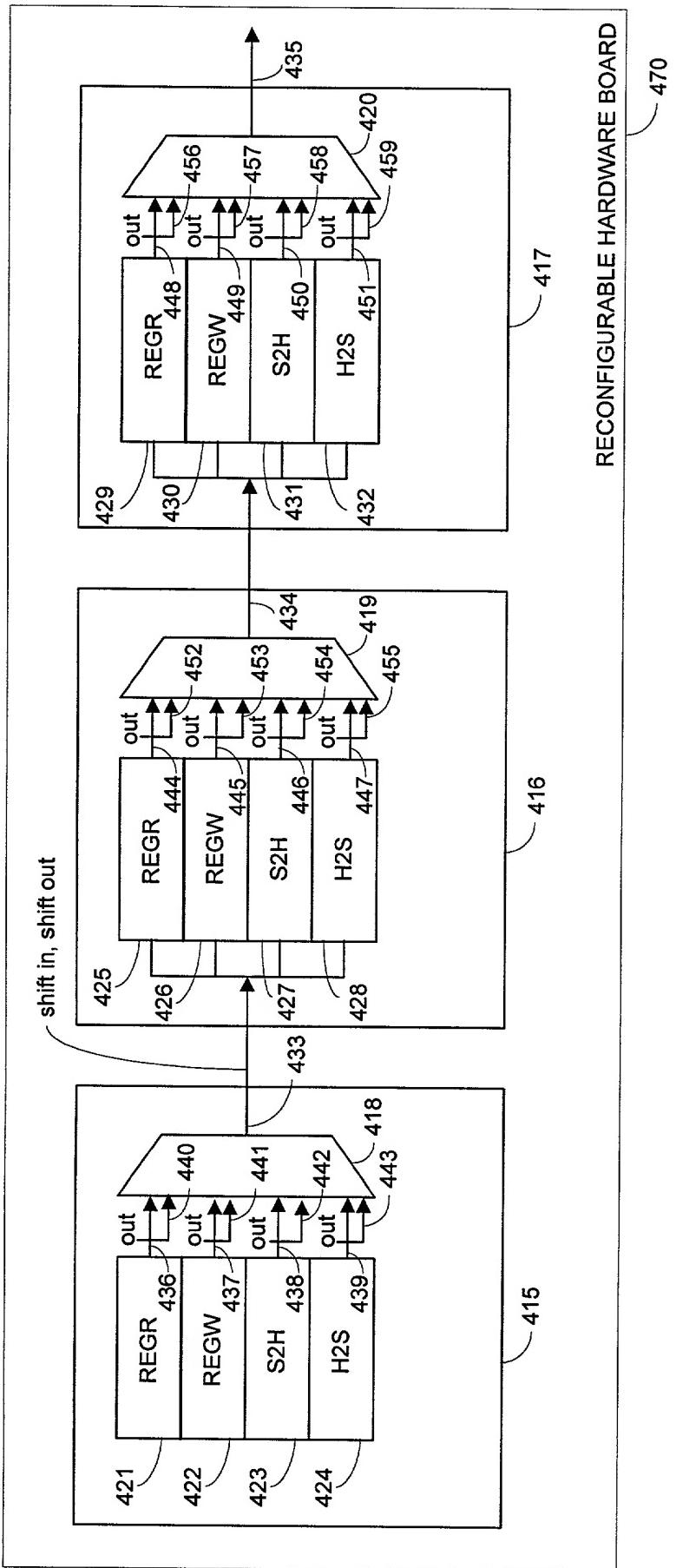


FIG. 13

# FIG. 14



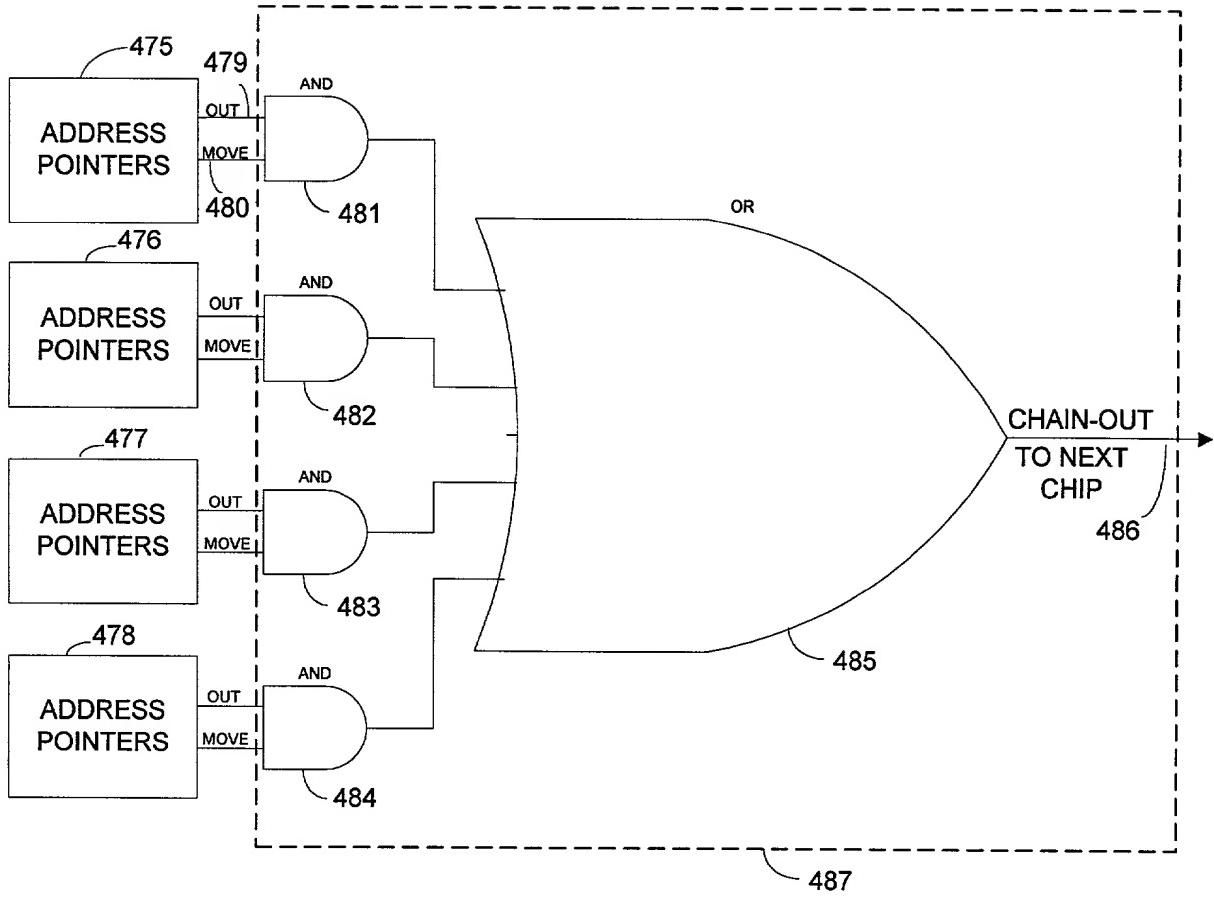


FIG. 15

# GATED DATA/CLOCK ANALYSIS

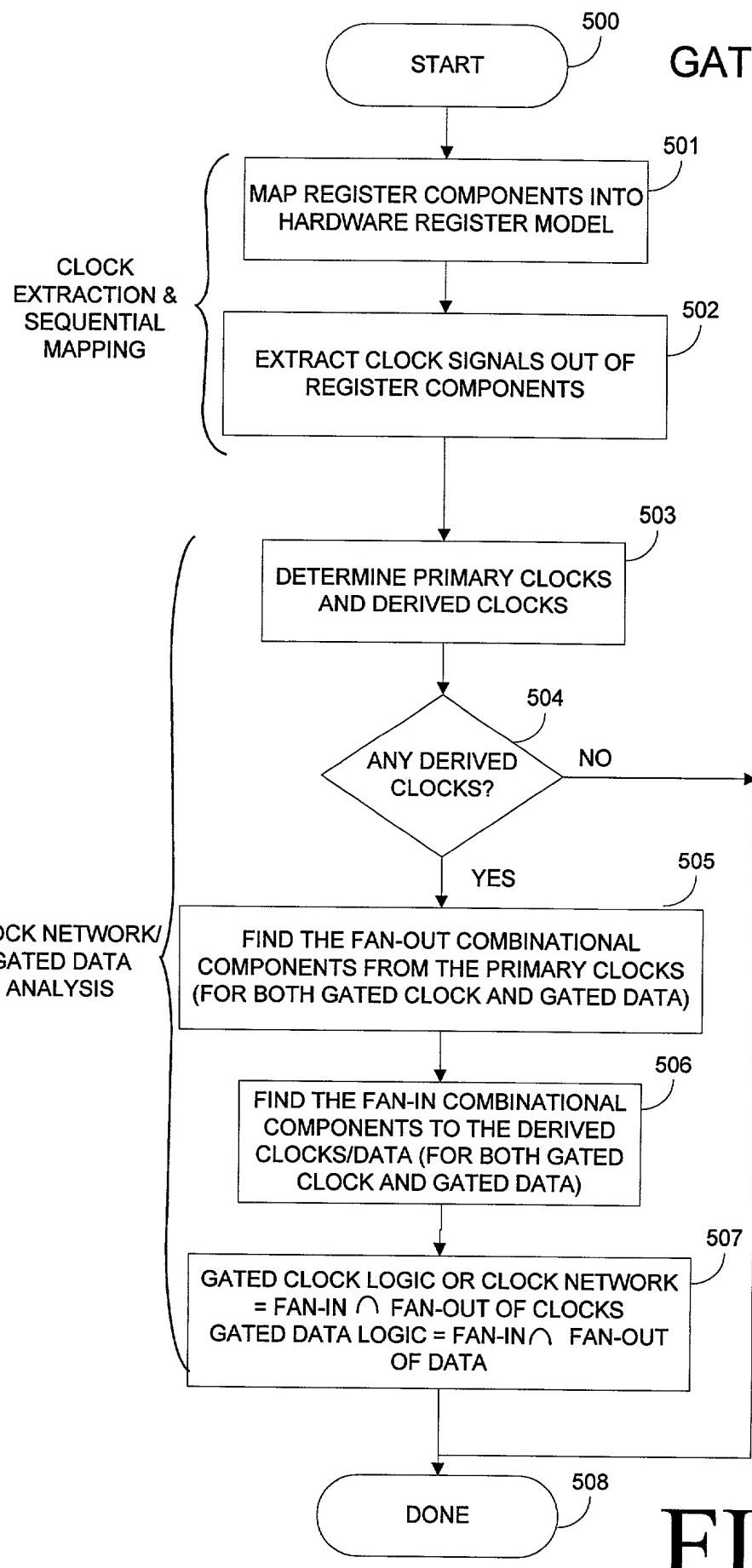


FIG. 16

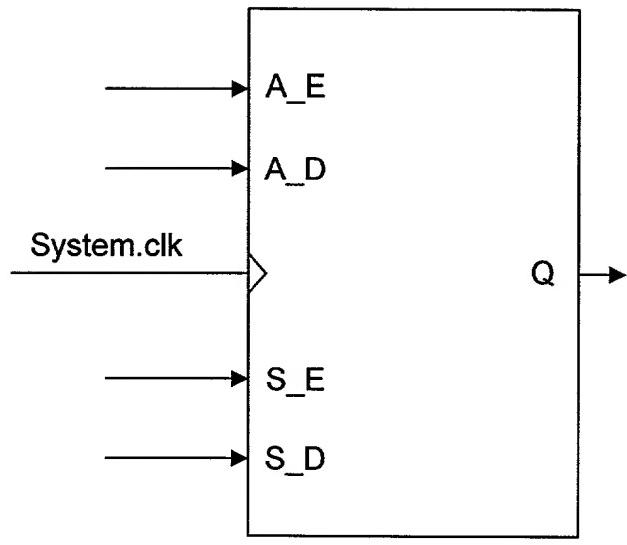


FIG. 17

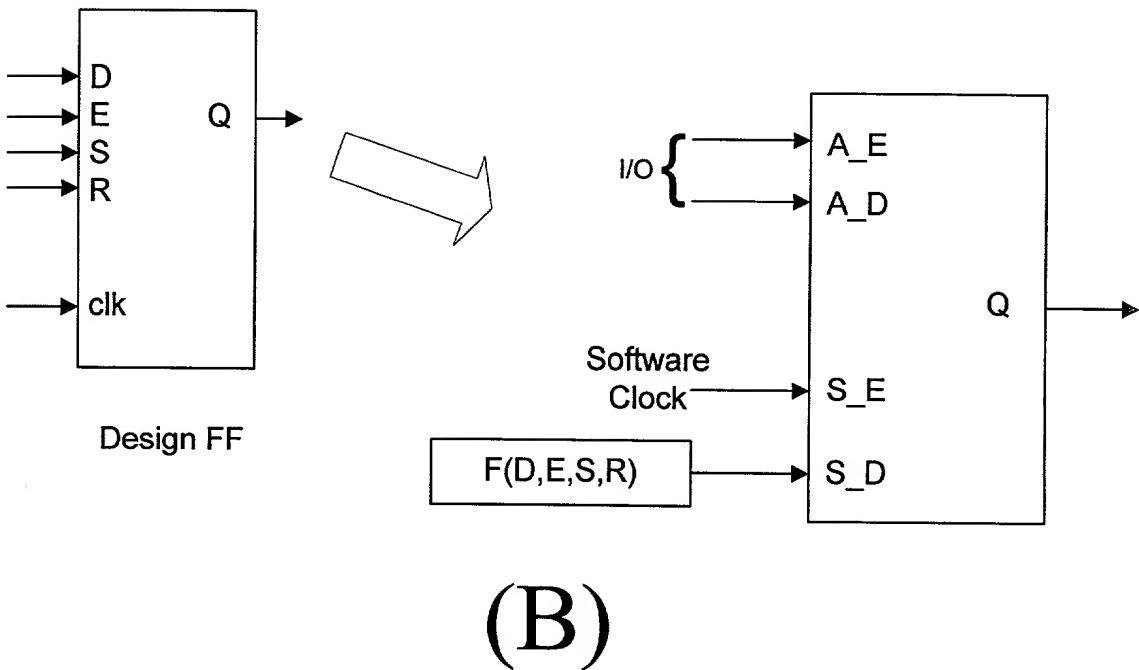
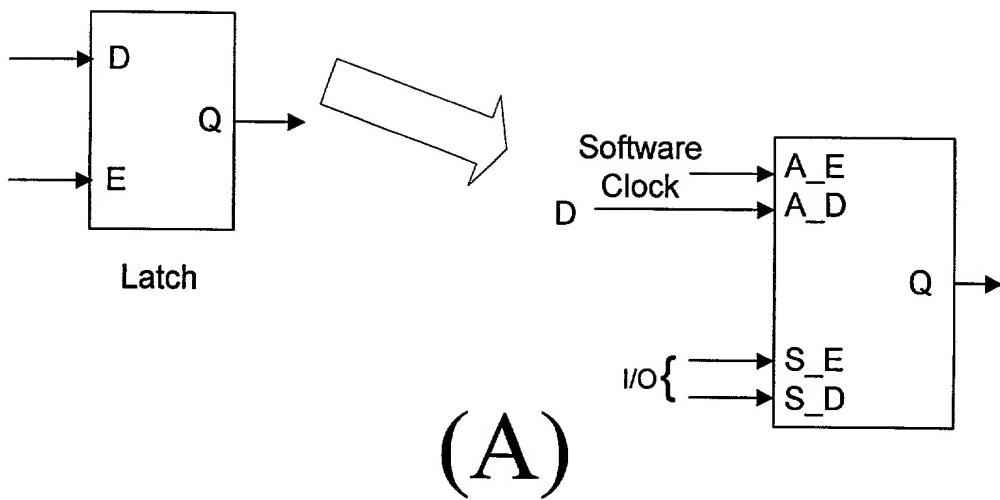
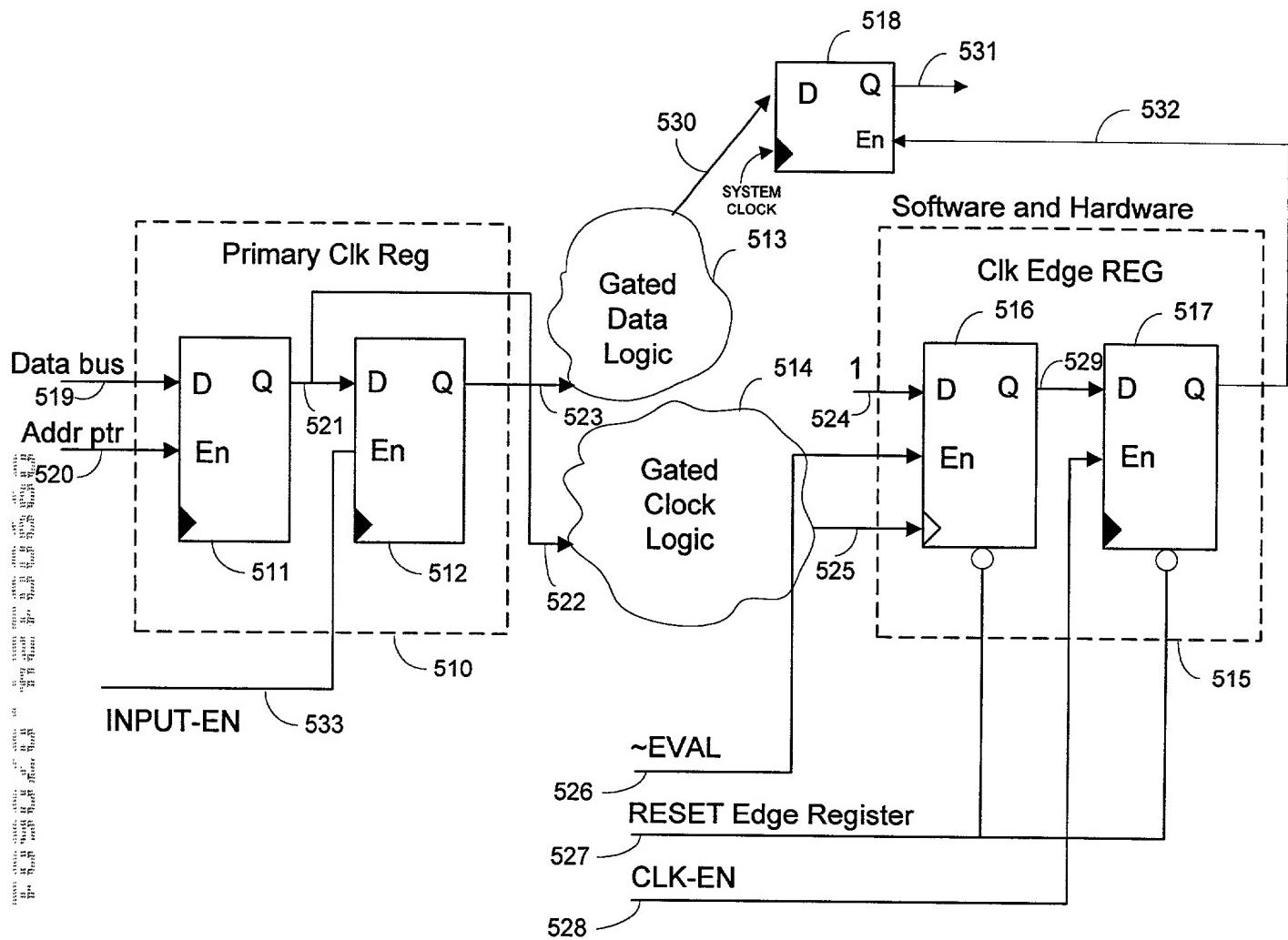


FIG. 18



# FIG. 19

# DURING EVALUATION

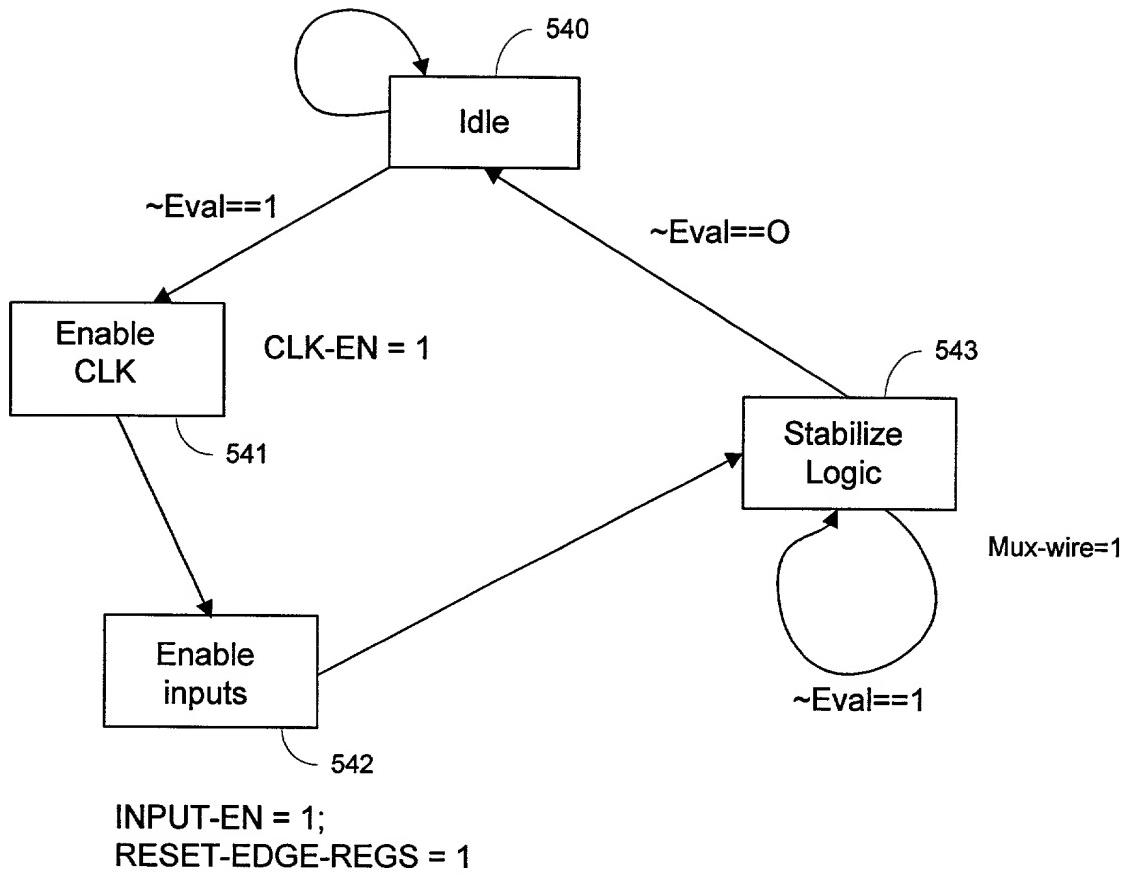


FIG. 20

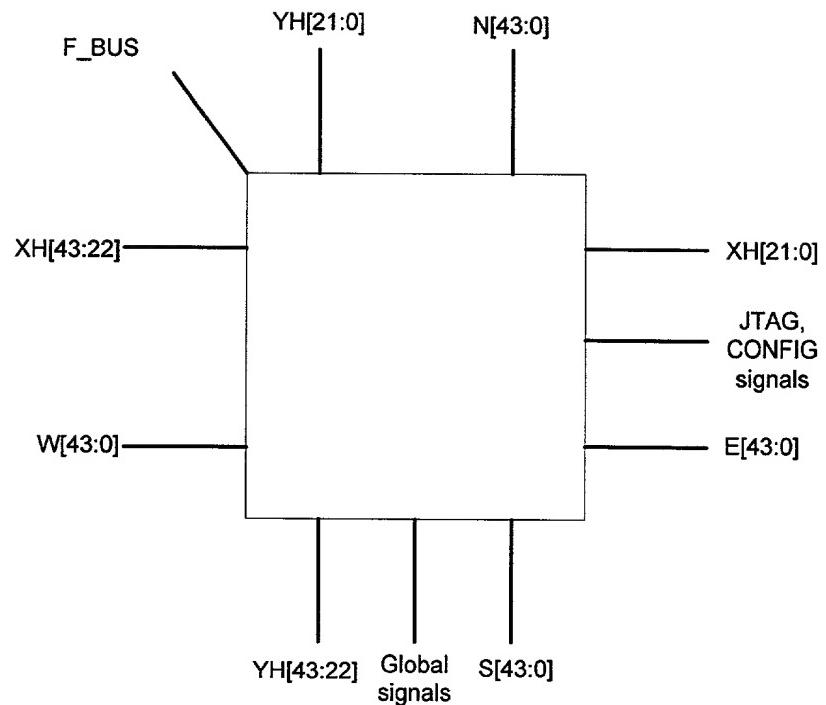
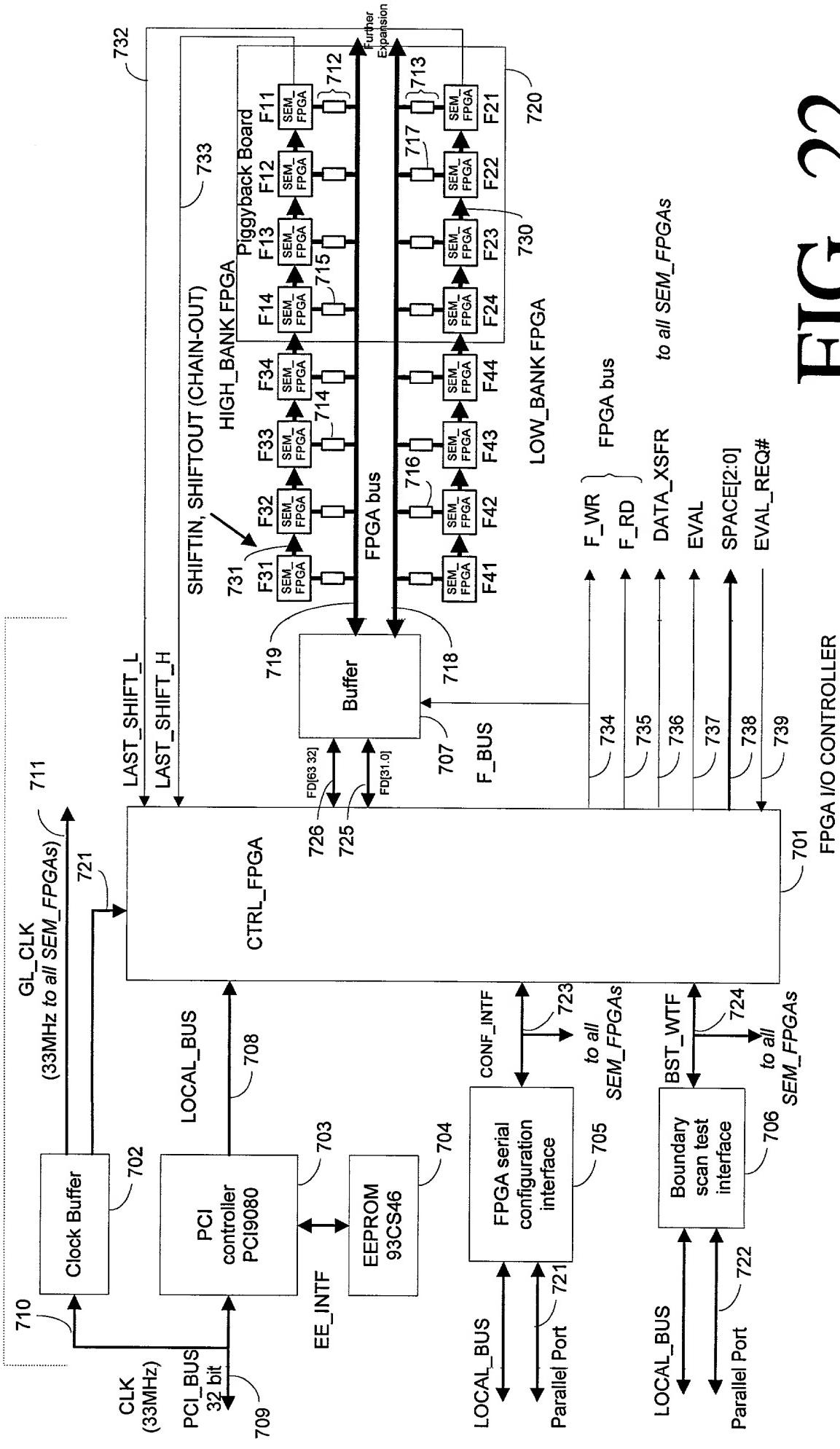
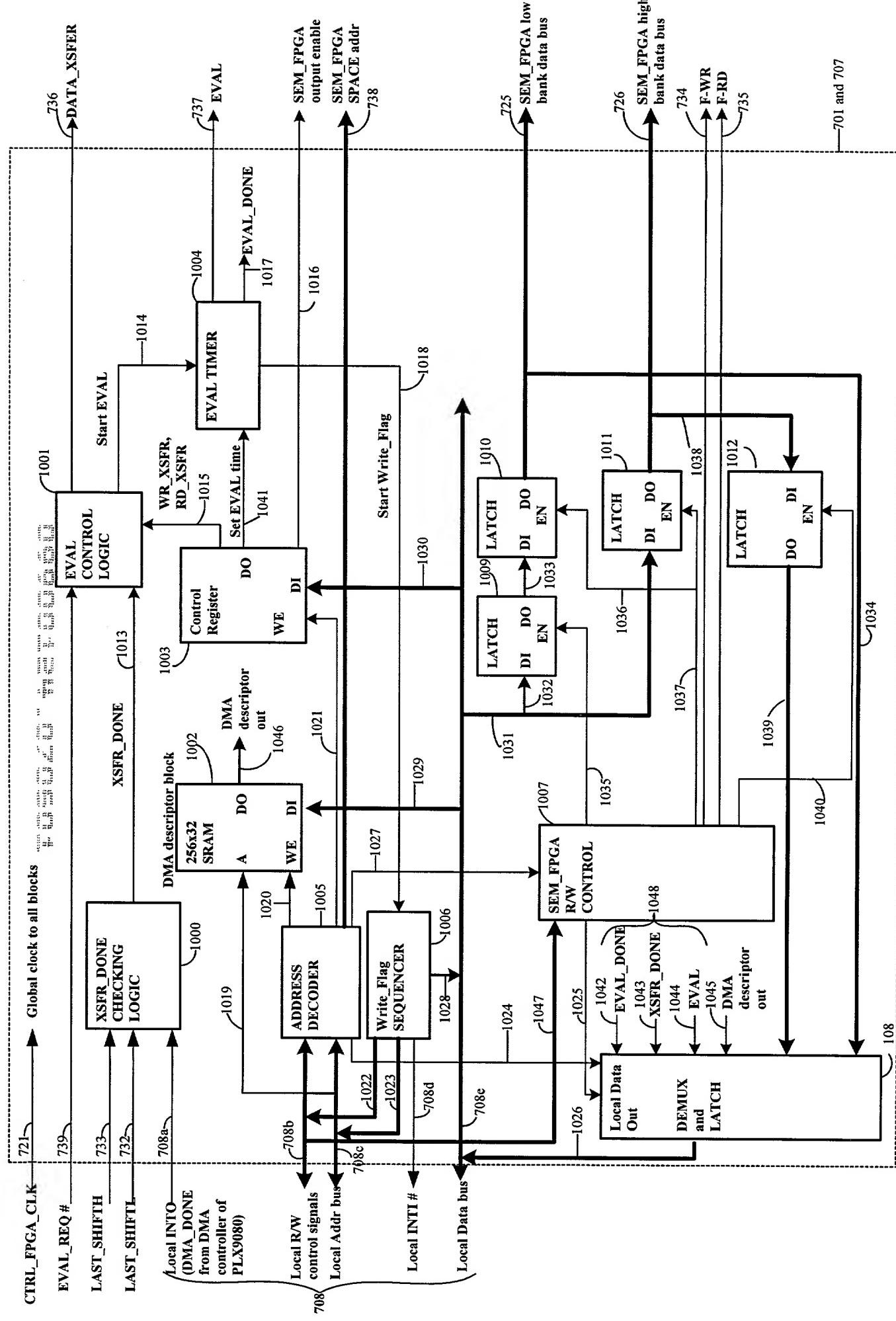


FIG. 21

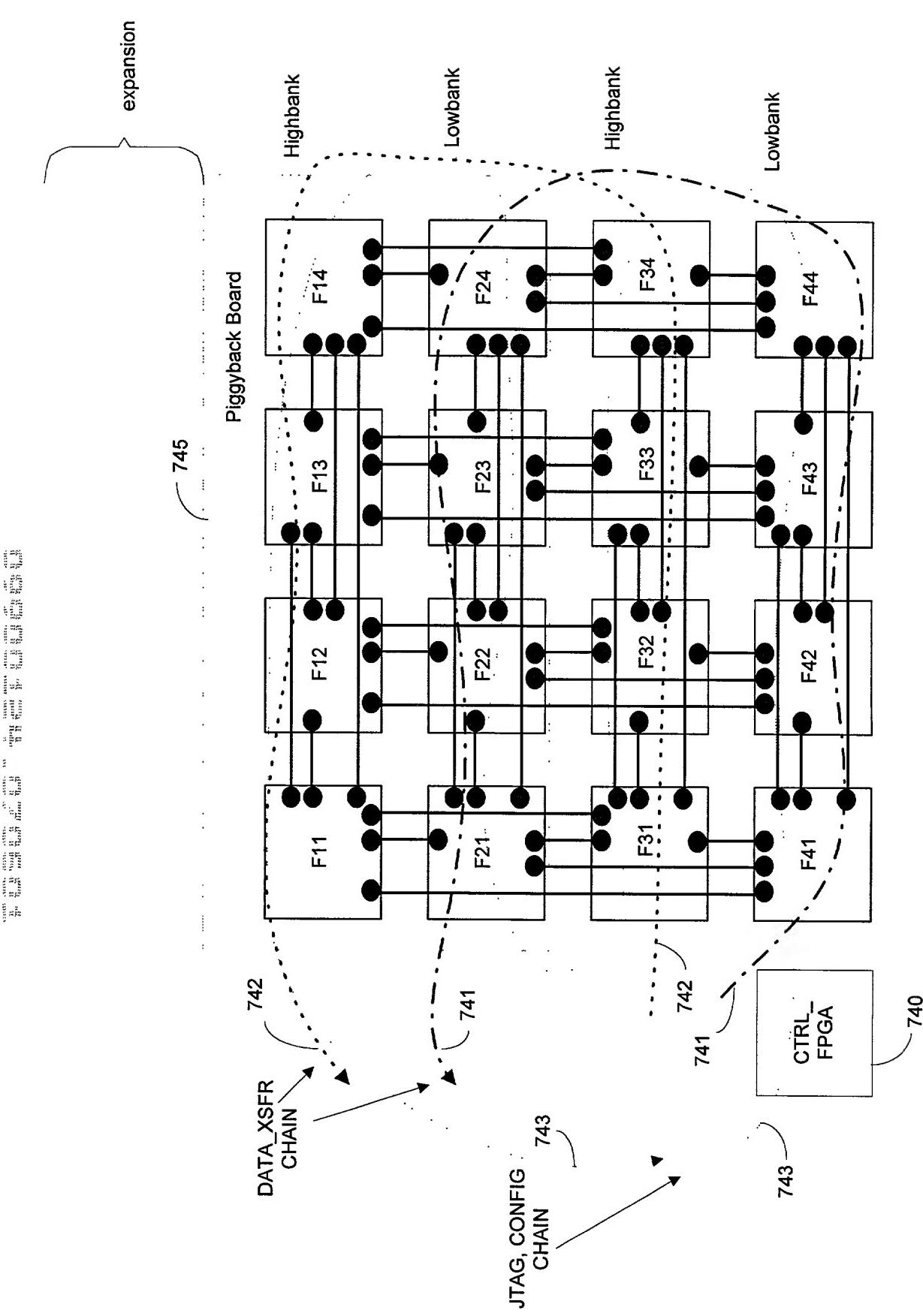
FIG. 22



# FIG. 23



# FIG. 24



HARDWARE START-UP

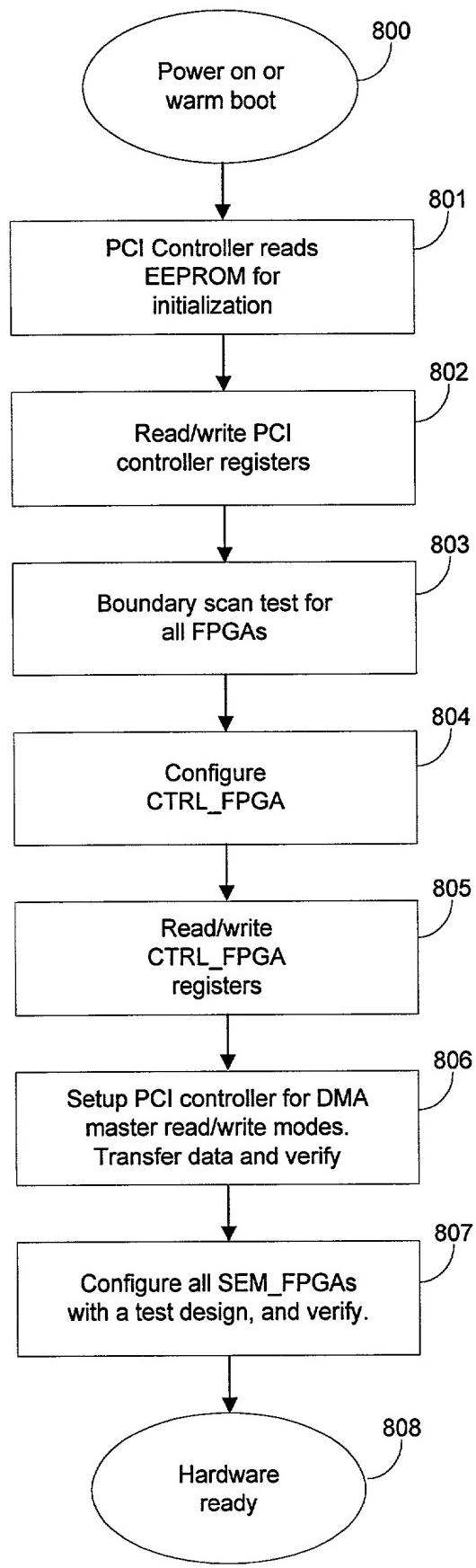


FIG. 25

```

module register (clock, reset, d, q);
input clock, d, reset;
output q;
reg q;

always@(posedge clock or negedge reset)
if(~reset)
    q = 0;
else
    q = d;

endmodule

module example;
wire d1, d2, d3;
wire q1, q2, q3;

reg signin;
wire sigout;
reg clk, reset;

register reg1 (clk, reset, d1, q1);
register reg2 (clk, reset, d2, q2);
register reg3 (clk, reset, d3, q3);

assign d1 = signin ^ q3;
assign d2 = q1 ^ q3;
assign d3 = q2 ^ q3;
assign sigout = q3;

// a clock generator
always
begin
    clk = 0;
    #5;
    clk = 1;
    #5;
end

// a signal generator
always
begin
    #10;
    signin = $random;
end

// initialization
initial
begin
    reset = 0;
    signin = 0;
    #1;
    reset = 1;
    #5;
    $monitor($time, " %b, %b", signin, sigout);
    #1000 $finish;
end
end module

```

# FIG. 26

# CIRCUIT DIAGRAM

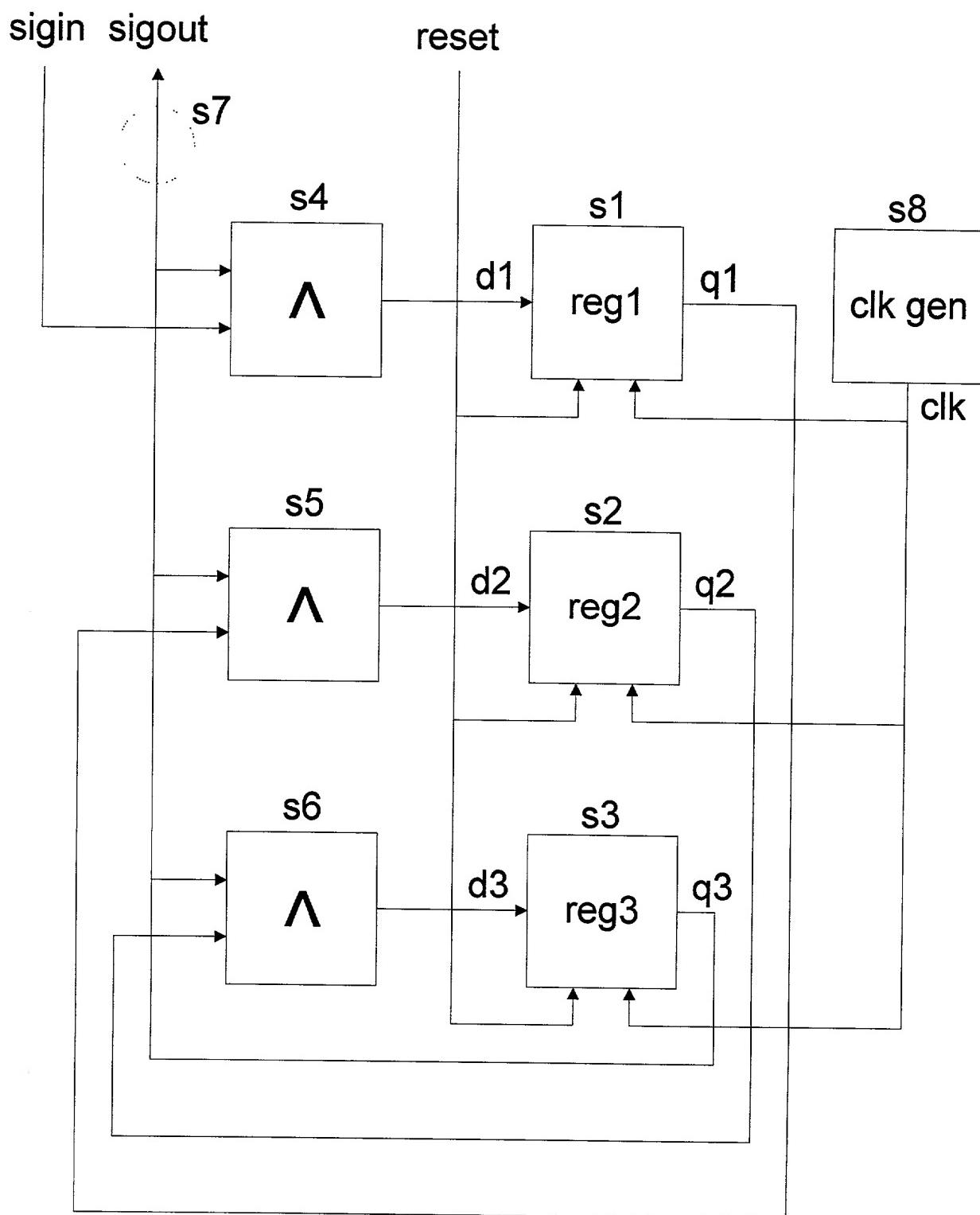


FIG. 27

```

module register (clock, reset, d, q);
  input clock, reset;
  output q;
  reg q;

  always@(posedge clock or negedge reset)
    if(~reset)
      q = 0
    else
      q = d;

endmodule

module example;
  wire d1, d2, d3;
  wire q1, q2, q3;

```

Register Definition  
900

wire interconnection info  
907

```

  reg signin;           Test-bench input -- 908
  wire sigout;          Test-bench output -- 909
  reg clk, reset;

```

```

S1 register reg 1 (clk, reset, d1, q1);
S2 register reg 2 (clk, reset, d2, q2);
S3 register reg 3 (clk, reset, d3, q3);

```

Register component  
901

```

S4 assign d1 = signin ^ q3;
S5 assign d2 = q1 ^ 3;
S6 assign d3 = q2 ^ q3;
S7 assign signout = q3;

```

Combinational component  
902

```

S8 {
  // a clock generator
  always
  begin
    clk = 0;
    #5;
    clk = 1;
    #5;
  end
}

```

Clock component  
903

```

S9 {
  // a signal generator
  always
  begin
    #10;
    signin = $random;
  end
}

```

Test-bench component (Driver)  
904

```

S10 {
  // initialization
  initial
  begin
    reset = 0;
    signin = 0;
    #1;
    reset = 1;
    #5;
  end
}

```

Test-bench component (initialization)  
905

```

S11 {
  $monitor($time, "%b, %b", signin, signout);
  #1000 $finish;
}

```

Test-bench component (monitor)  
906

```

end
end module

```

FIG. 28

# SIGNAL NETWORK ANALYSIS

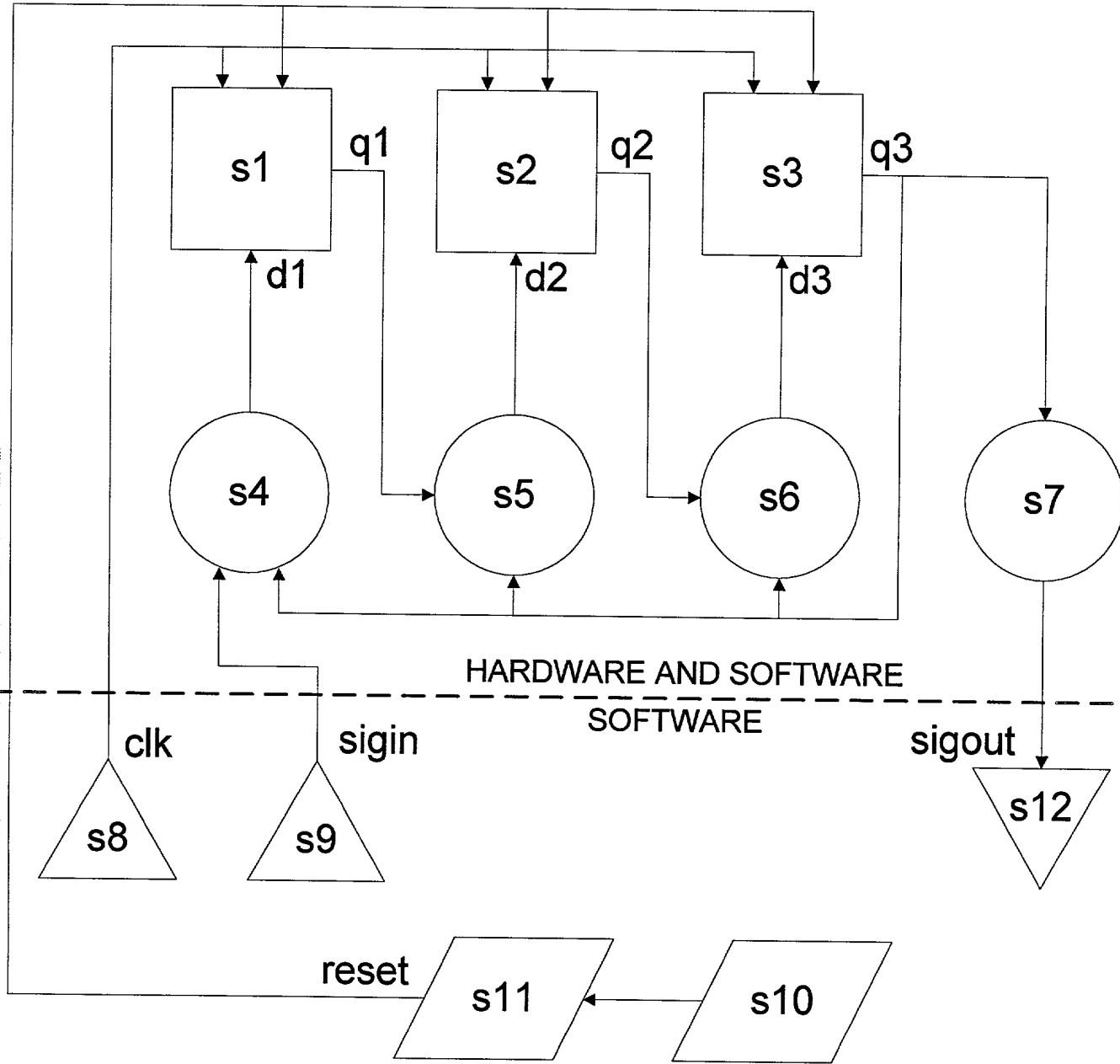


FIG. 29

# SOFTWARE/HARDWARE PARTITION RESULT

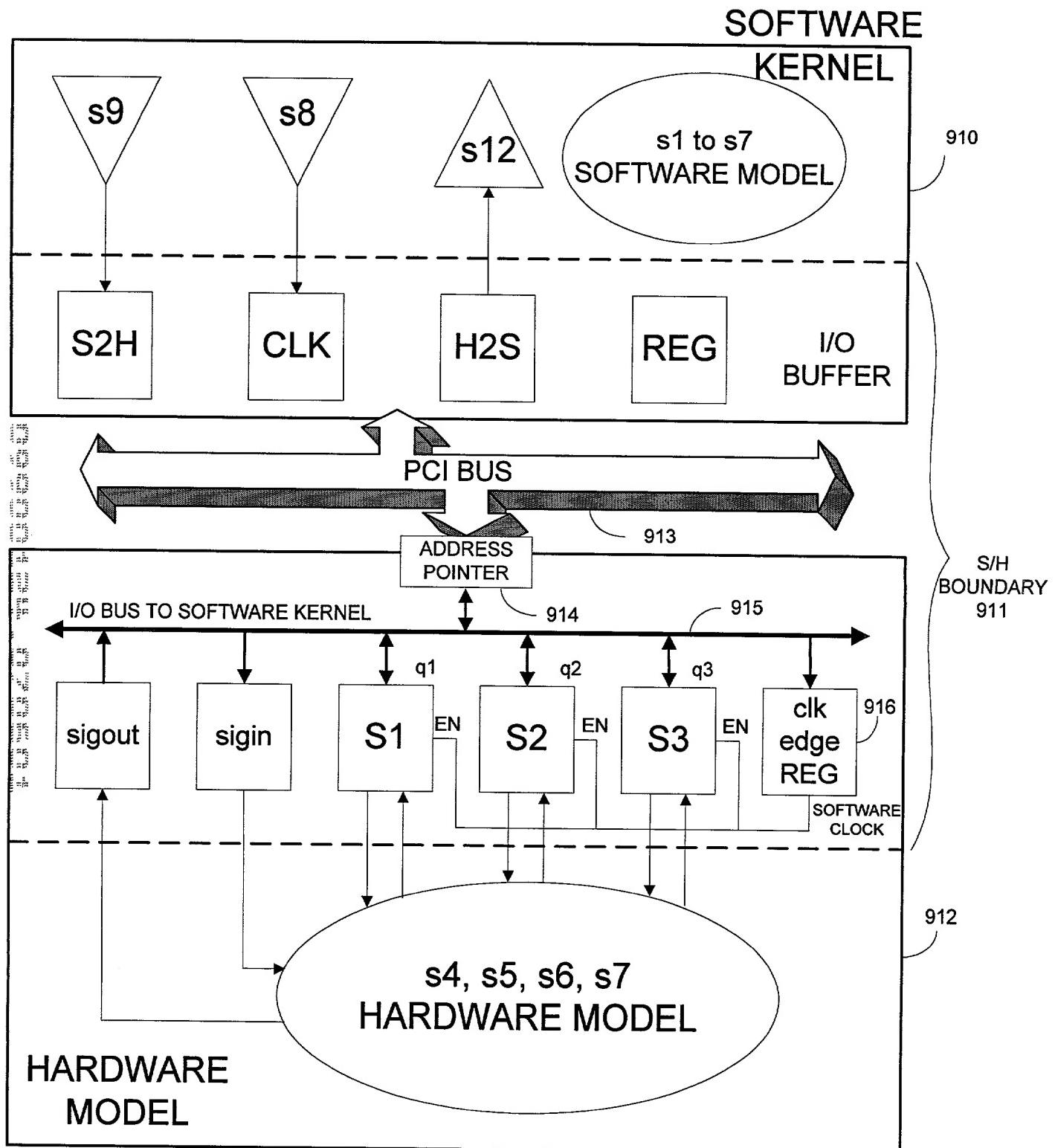


FIG. 30

# HARDWARE MODEL

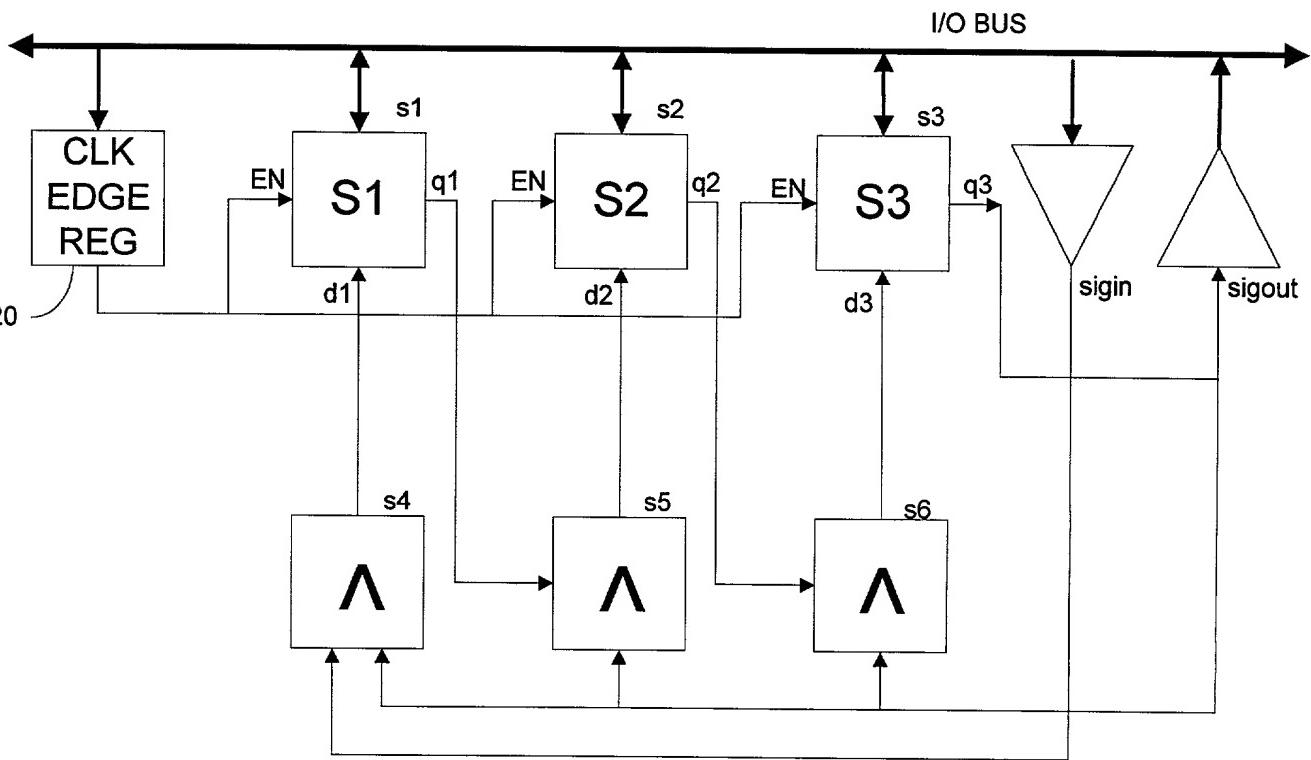
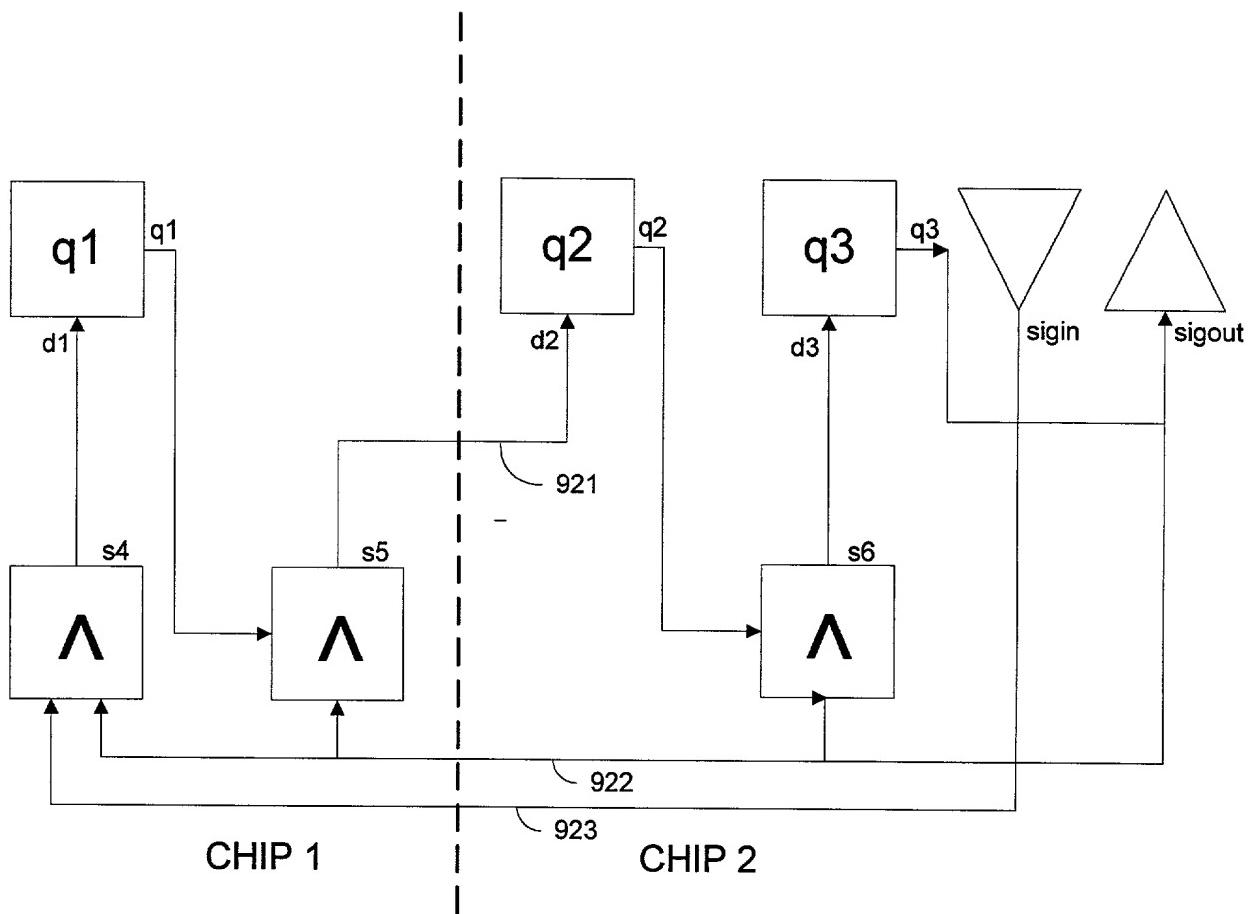


FIG. 31

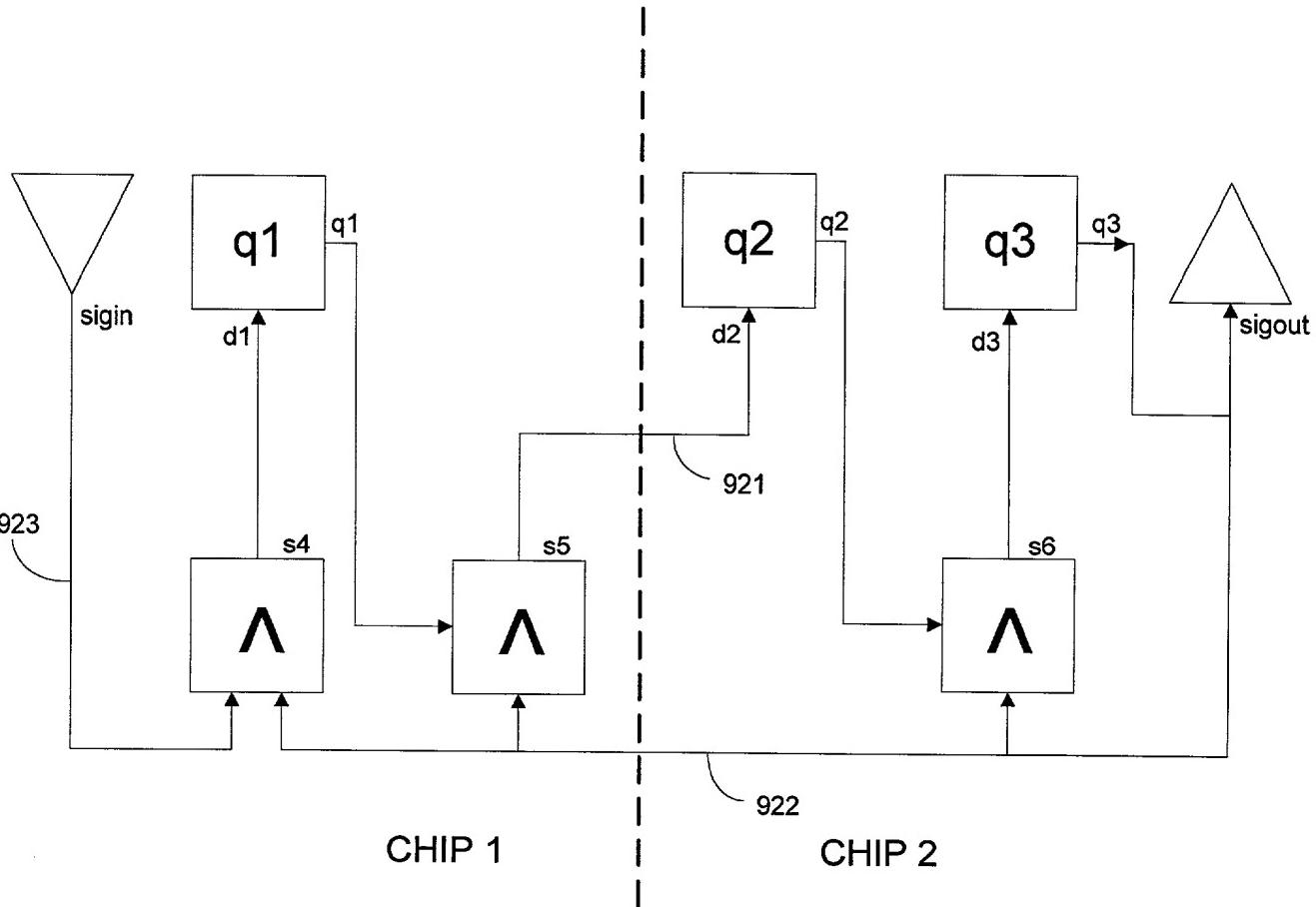
# PARTITION RESULT #1



(IGNORE I/O AND CLOCK EDGE REGISTER)

FIG. 32

# PARTITION RESULT #2



(IGNORE I/O AND CLOCK EDGE REGISTER)

FIG. 33

# LOGIC PATCHING

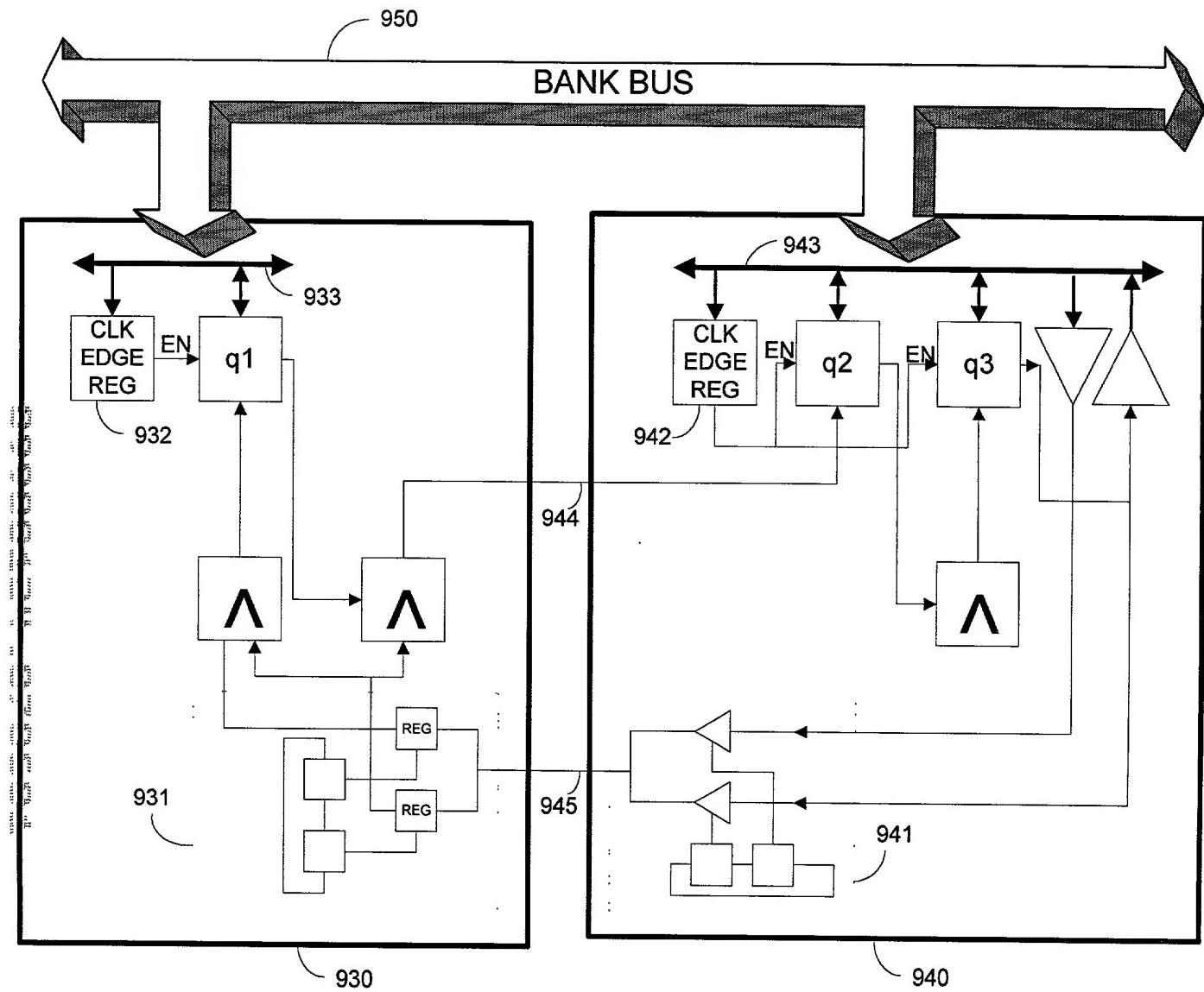


FIG. 34

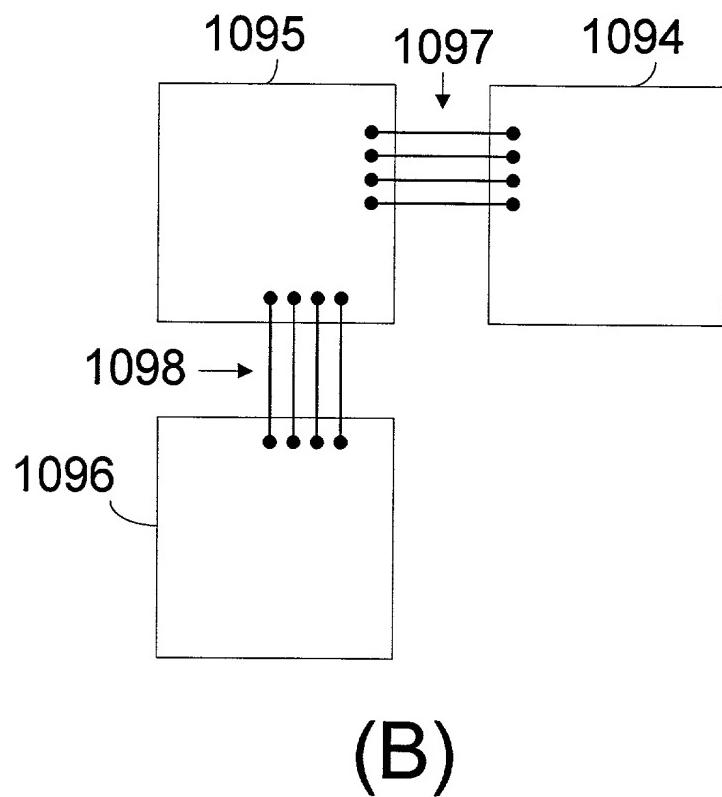
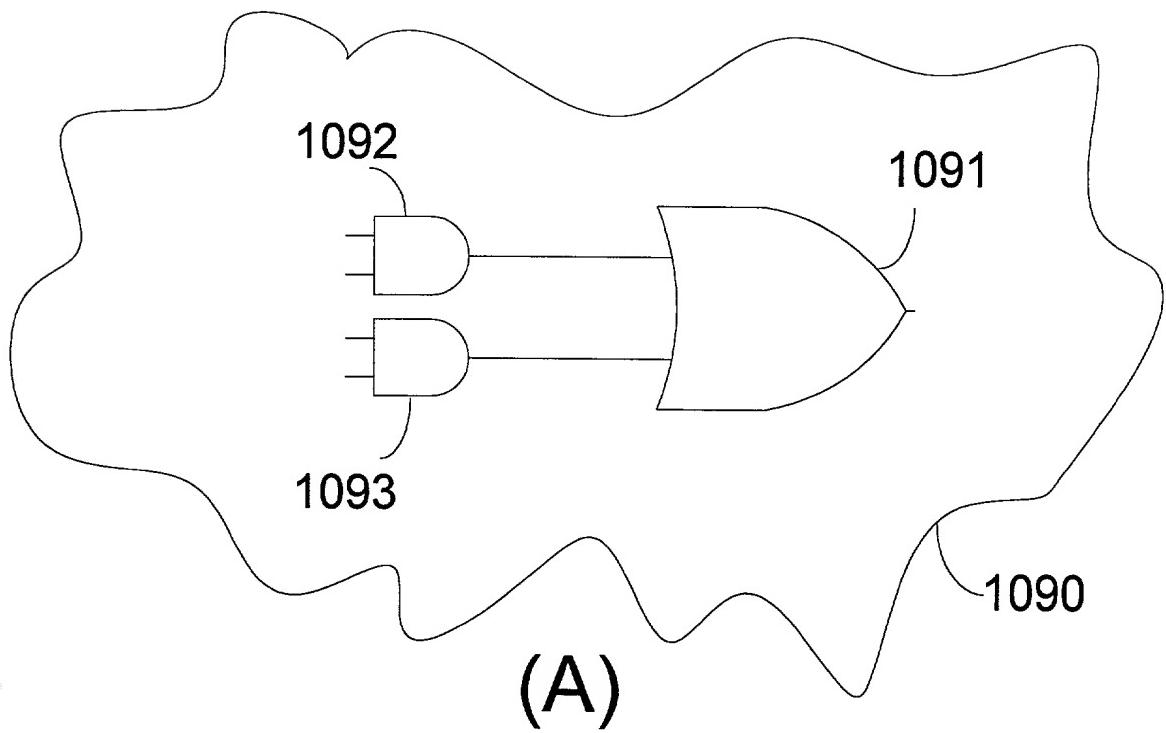
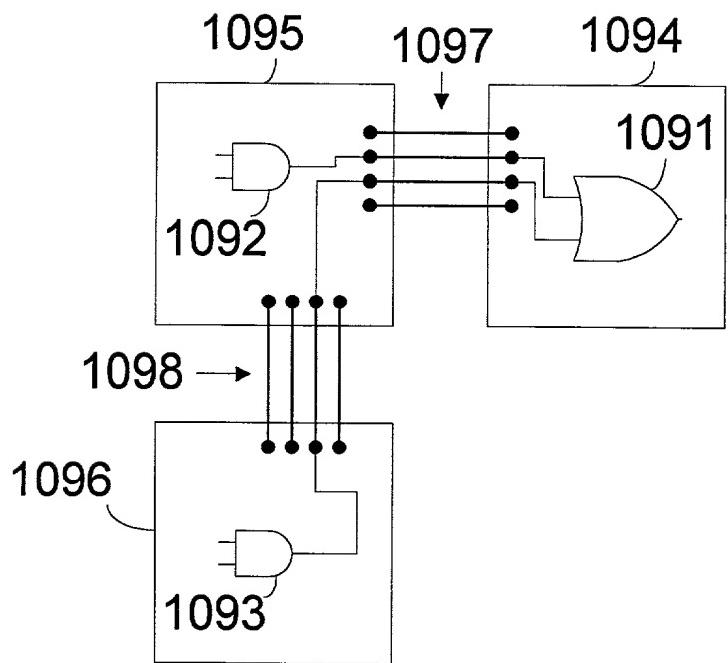
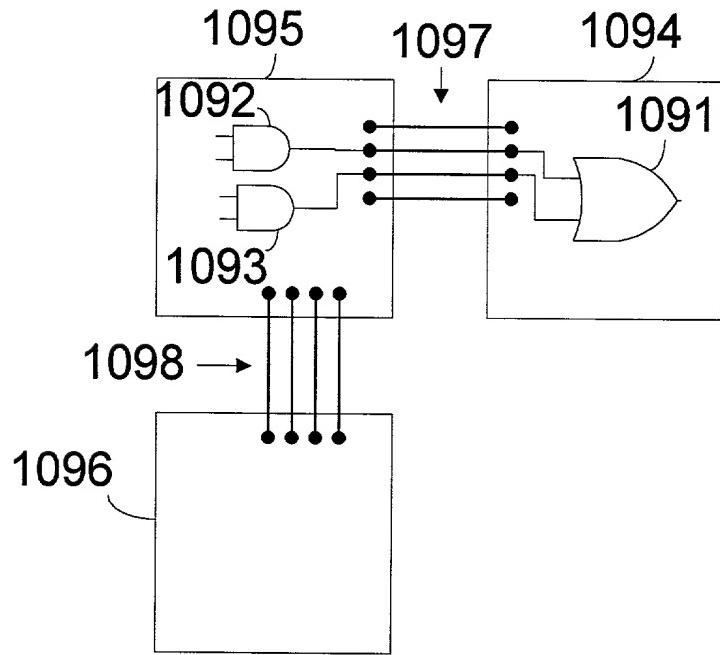


FIG. 35



(C)



(D)

FIG. 35

# I/O PIN OVERVIEW OF FPGA LOGIC DEVICE

FPGA : 10K130V, 10K250V with 599-pin PGA package

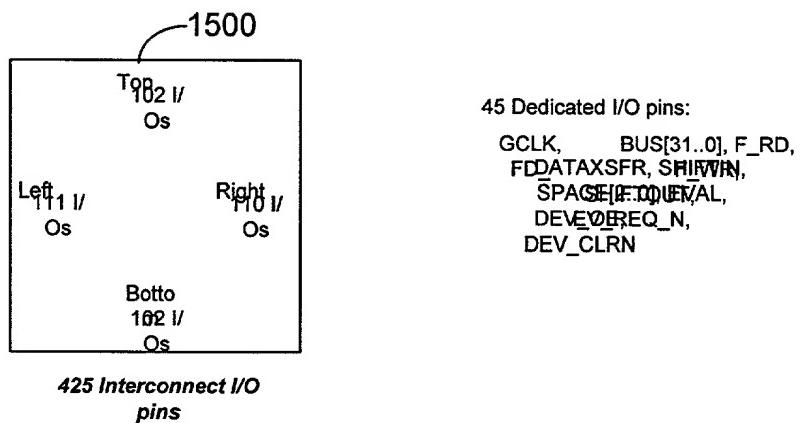


FIG. 36

# FPGA INTERCONNECT BUSES

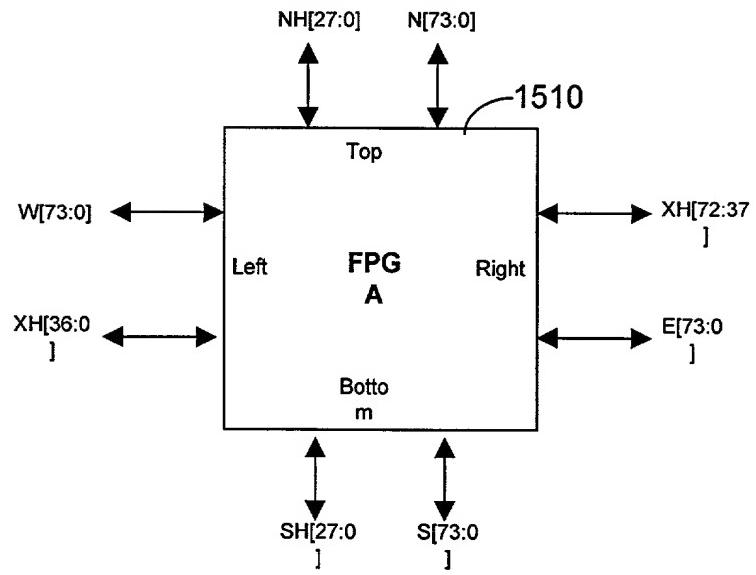


FIG. 37

## BOARD CONNECTION - SIDE VIEW

DUAL-BOARD  
CONFIGURATION

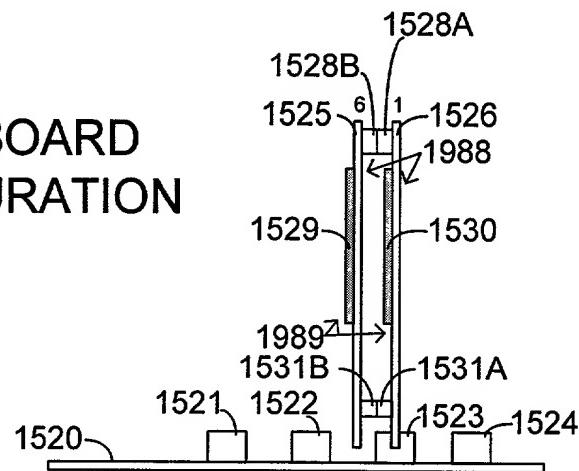


FIG. 38(A)

SIX BOARD  
CONFIGURATION

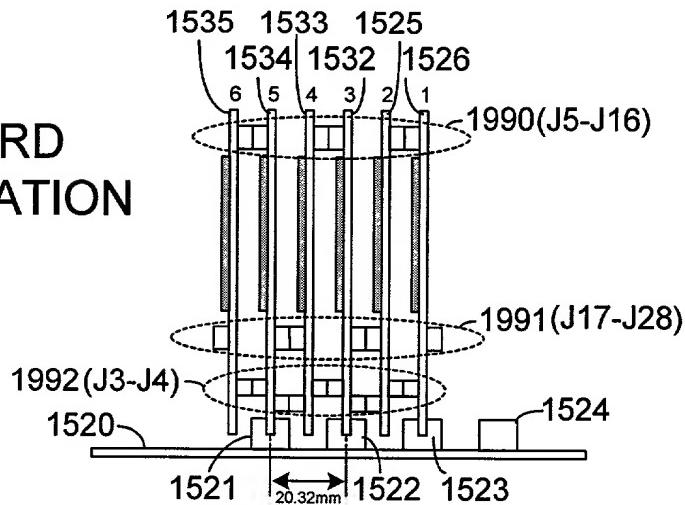


FIG. 38(B)

## SIX-BOARD CONFIGURATION DIRECT-NEIGHBOR AND ONE-HOP FPGA ARRAY – X TORUS, Y MESH

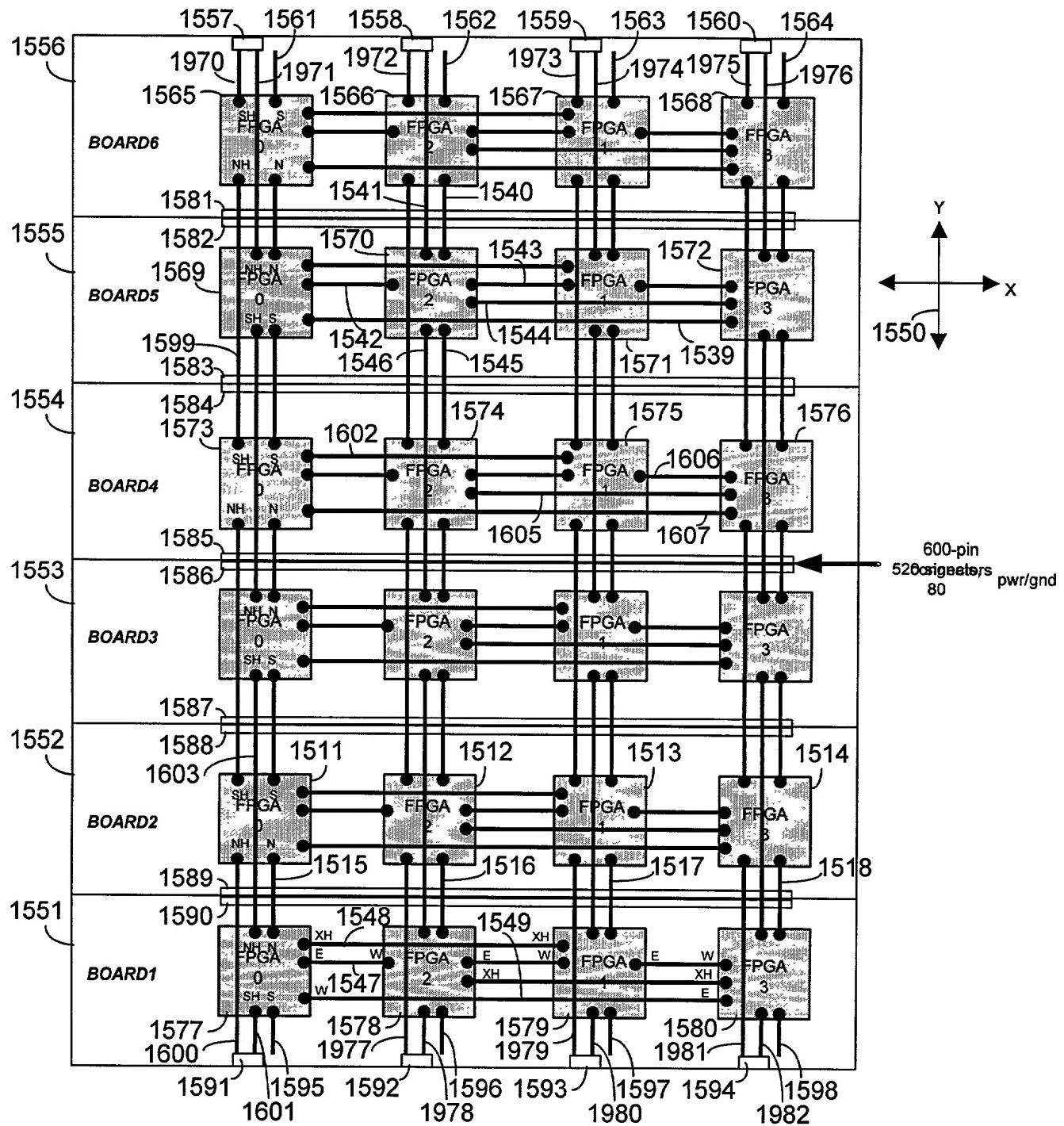


FIG. 39

# FPGA ARRAY CONNECTION BETWEEN BOARDS

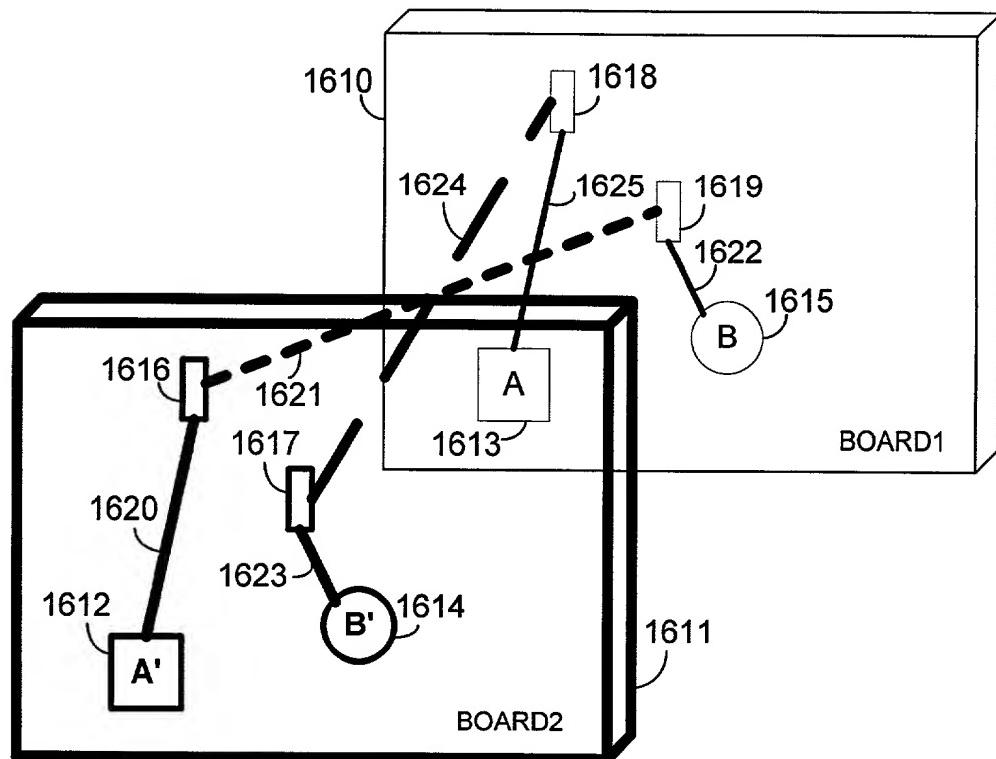


FIG. 40(A)

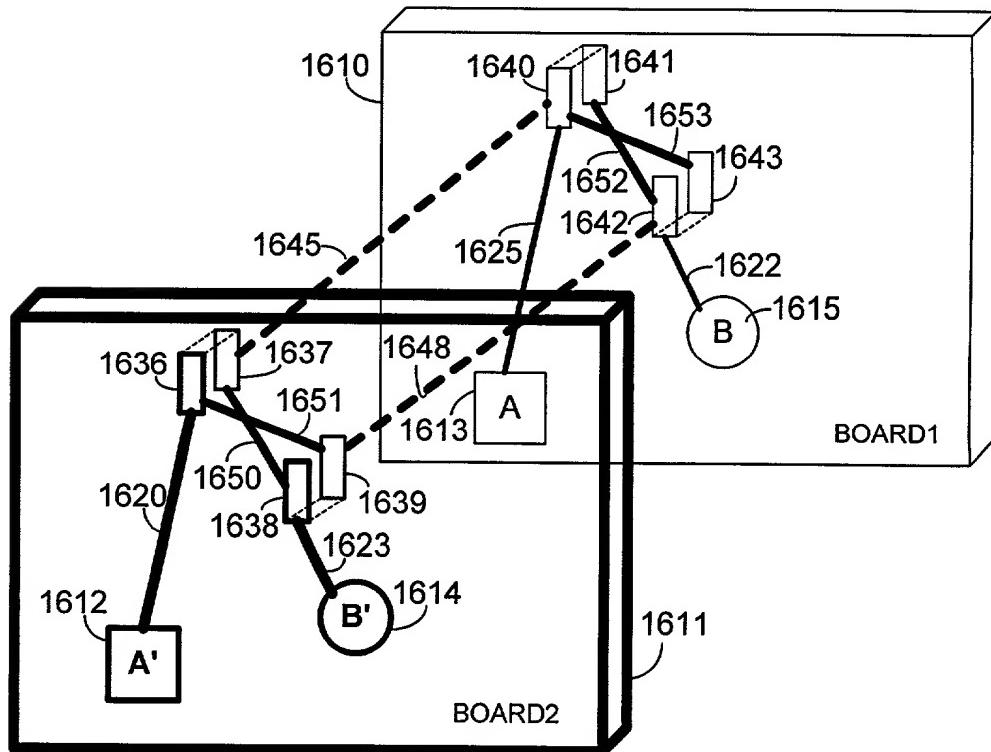
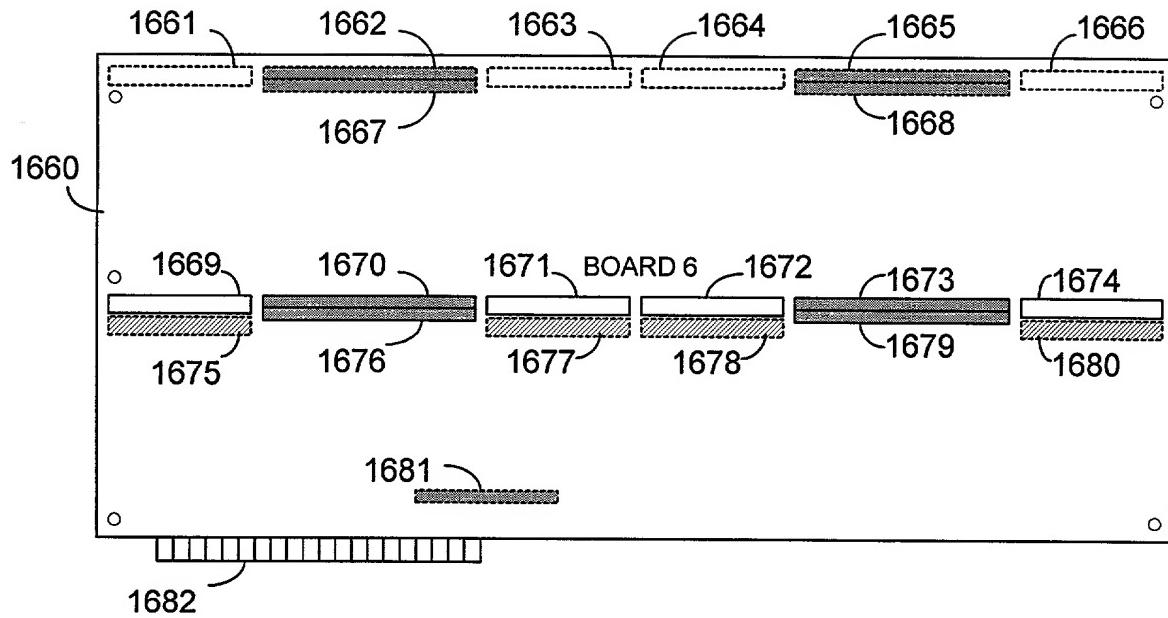
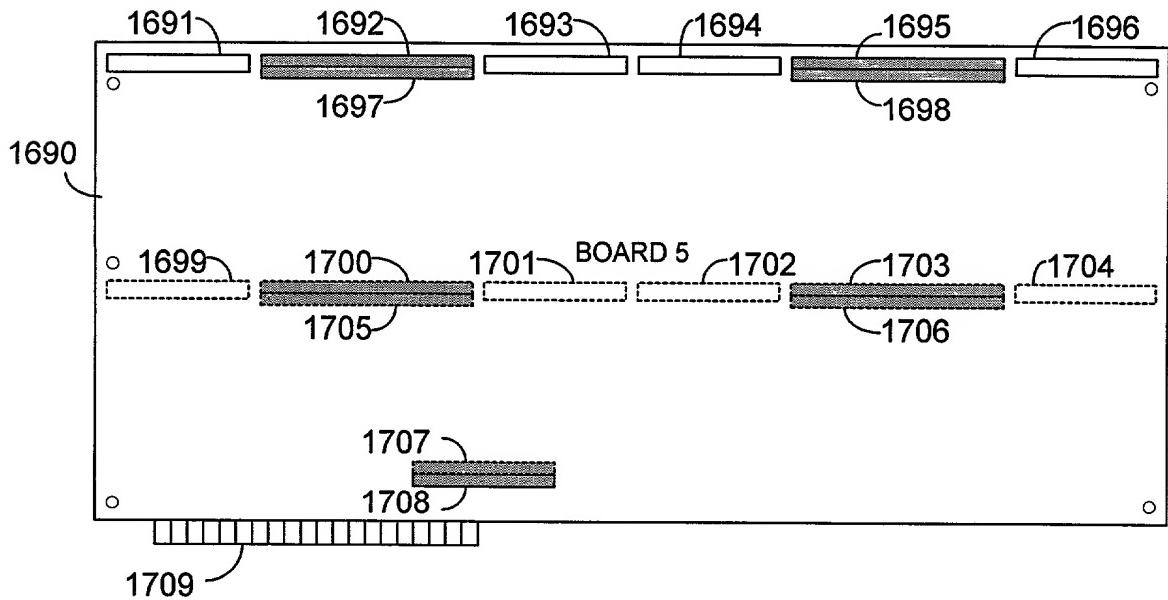


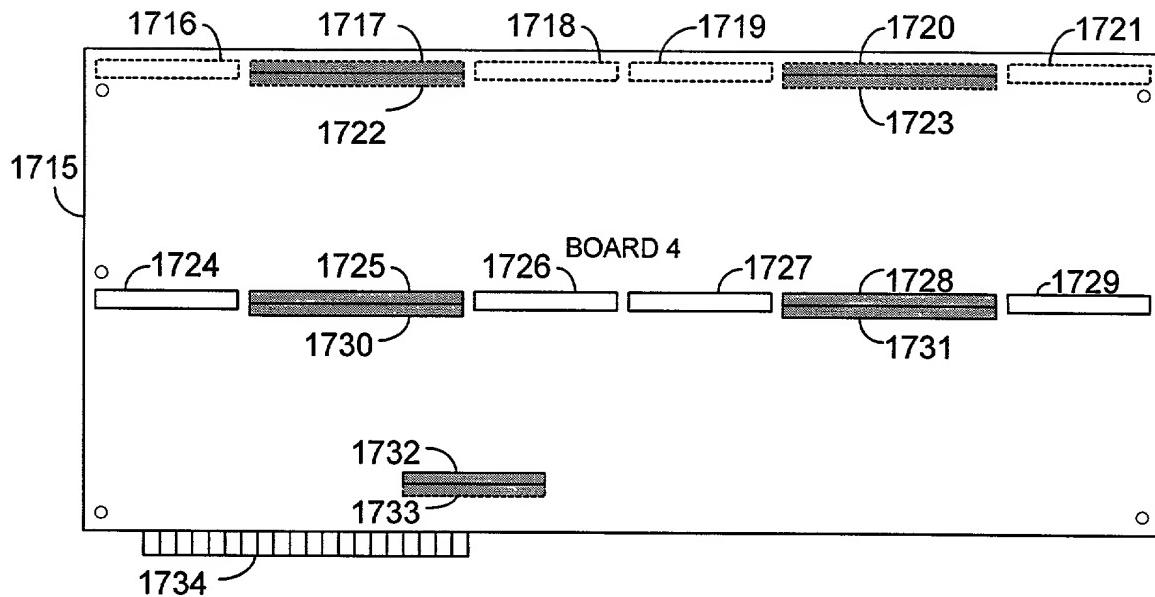
FIG. 40(B)



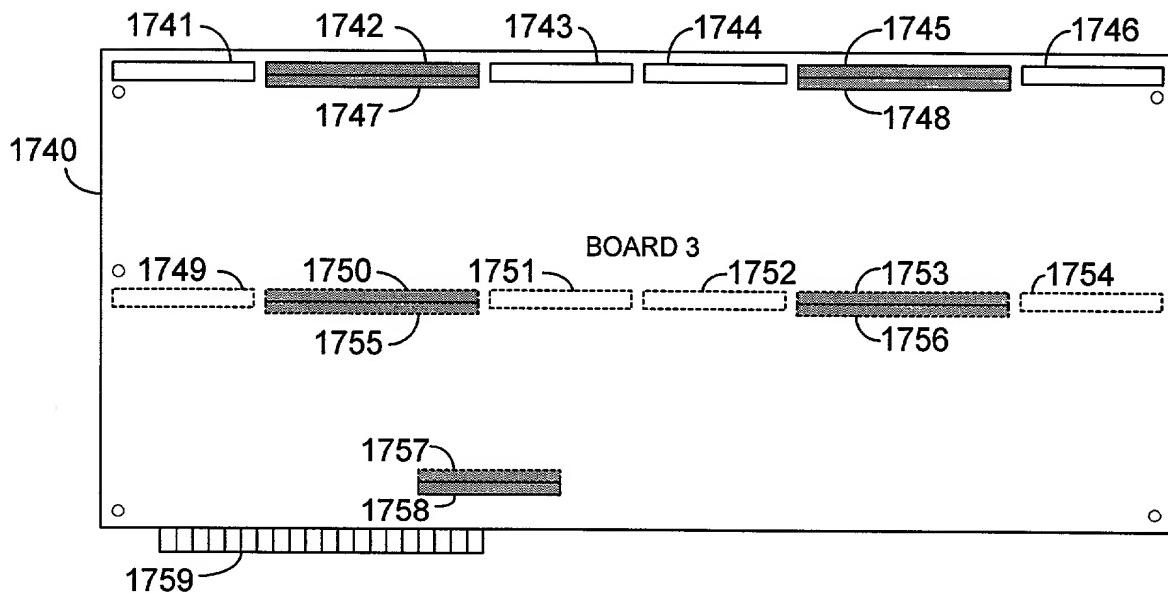
# FIG. 41(A)



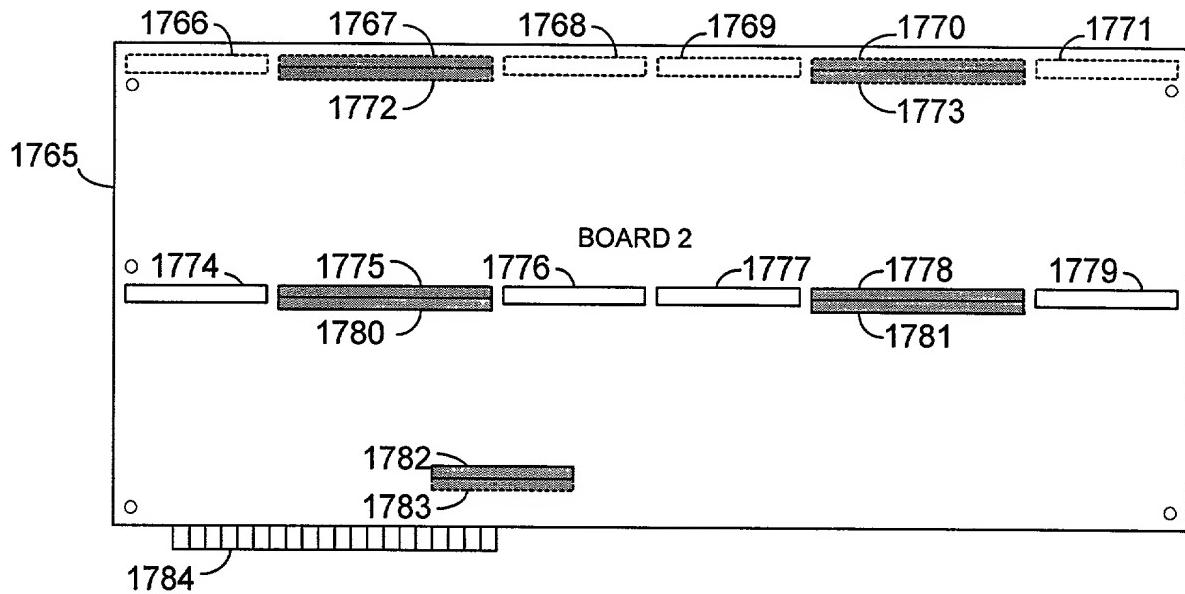
# FIG. 41(B)



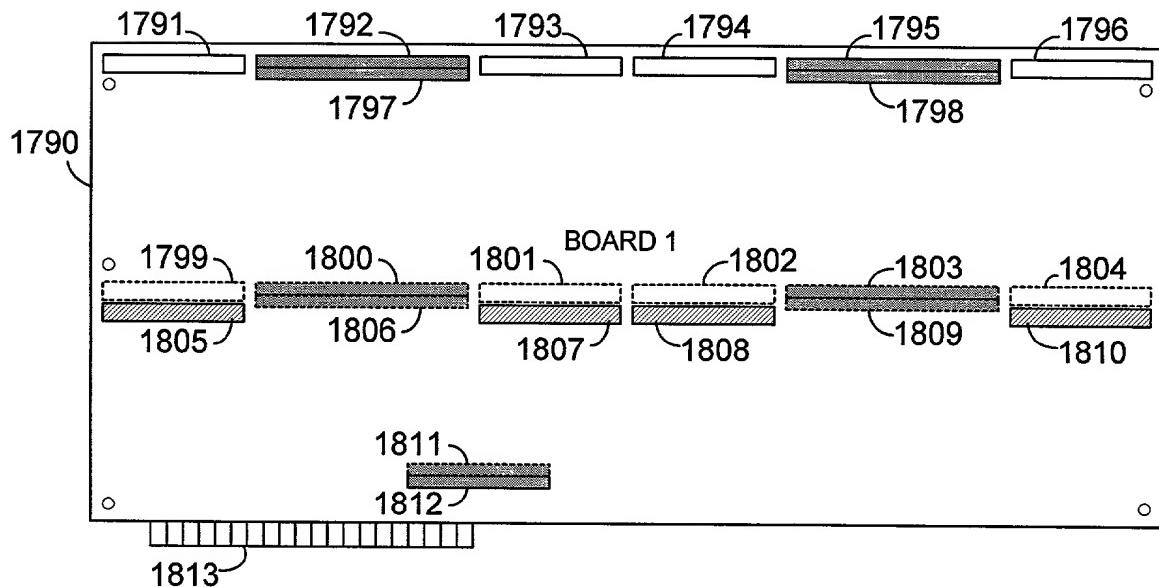
# FIG. 41(C)



# FIG. 41(D)



# FIG. 41(E)



# FIG. 41(F)

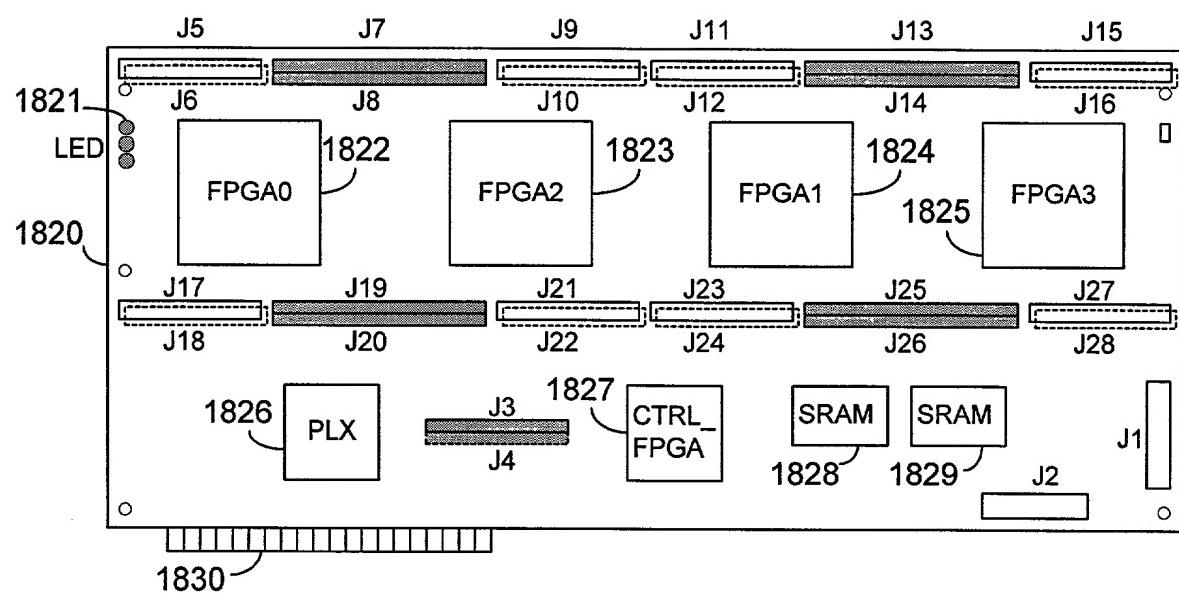


FIG. 42

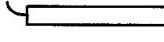
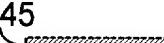
- 1840  2x30 Header, SMD, component side
- 1841  2x30 Receptacle, SMD, solder side
- 1842  2x45, 2x30 Header, thru hole, component side
- 1843  2x45, 2x30 Receptacle, thru hole, solder side
- 1844  R-pack, SMD, component side
- 1845  R-pack, SMD, solder side

FIG. 43

TWO-BOARD CONFIGURATION  
DIRECT-NEIGHBOR AND ONE-HOP FPGA ARRAY – X TORUS, Y MESH

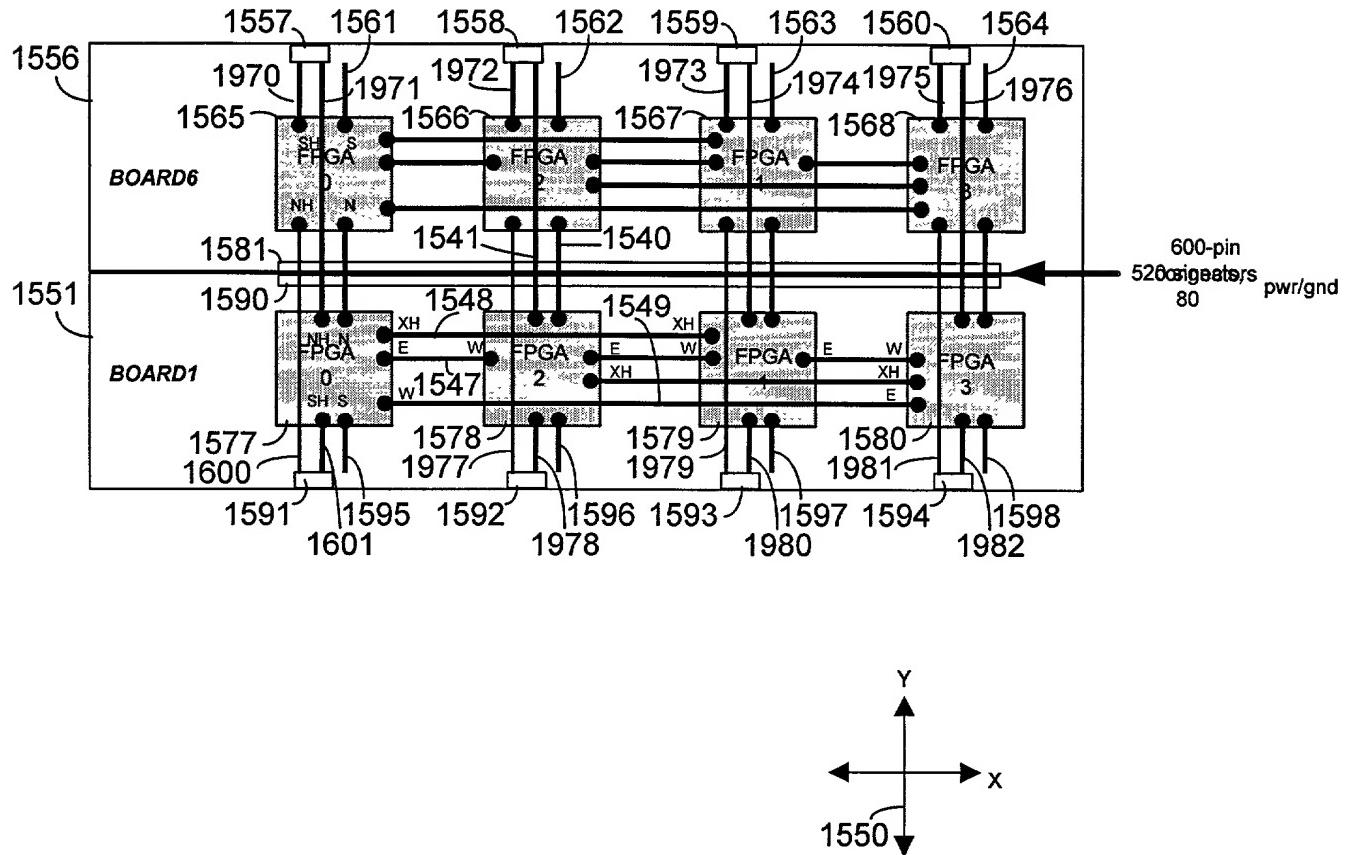


FIG. 44

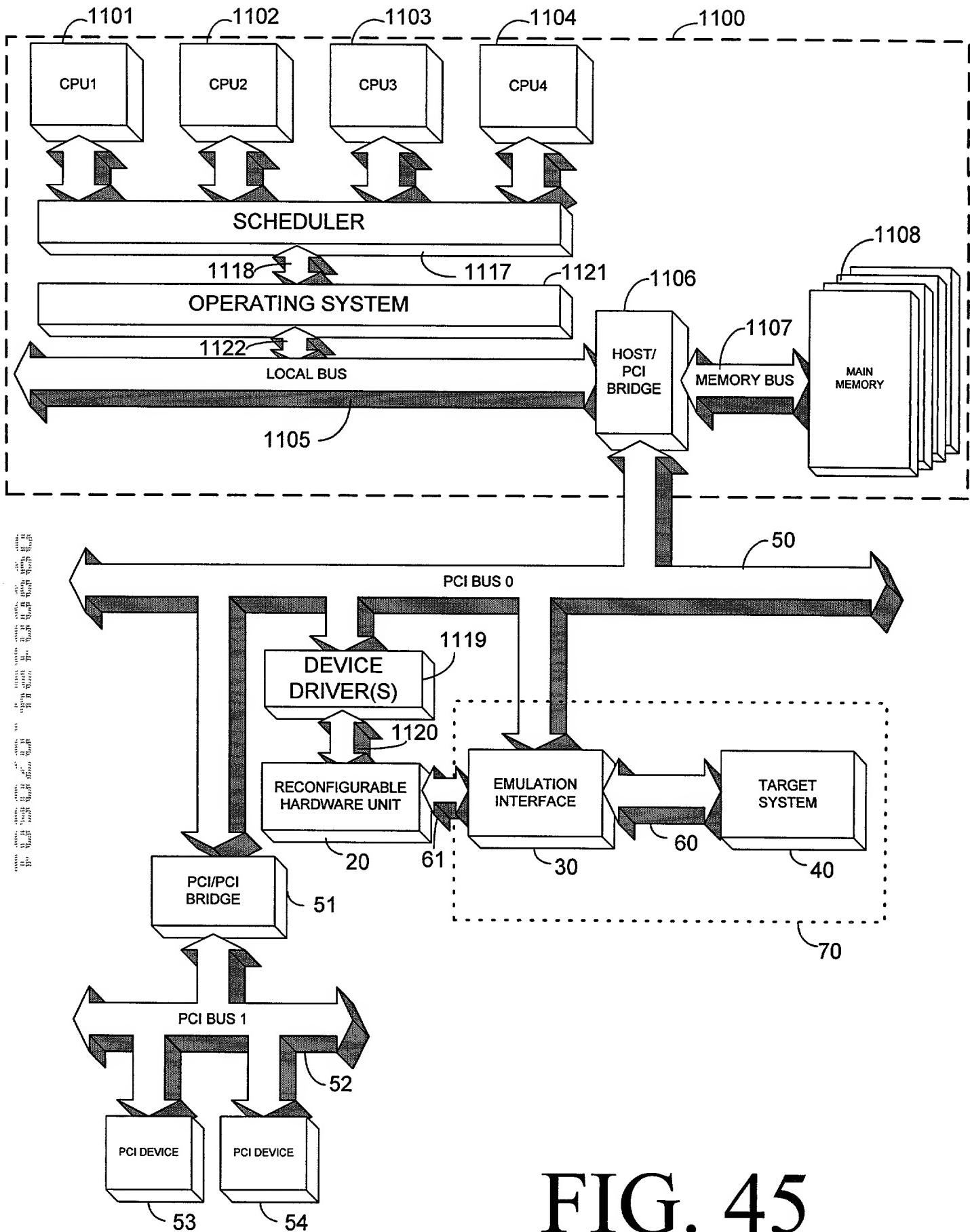


FIG. 45

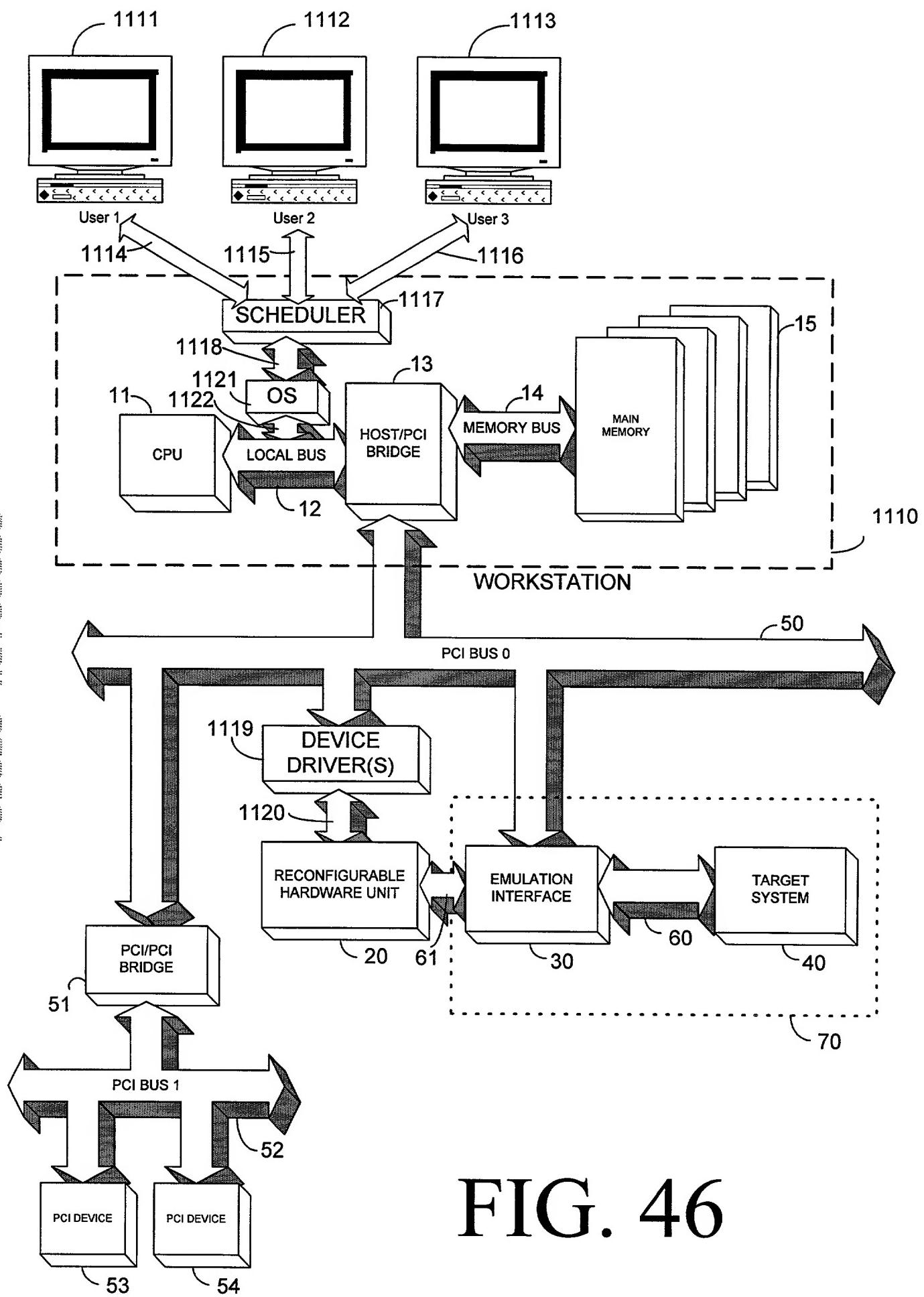


FIG. 46

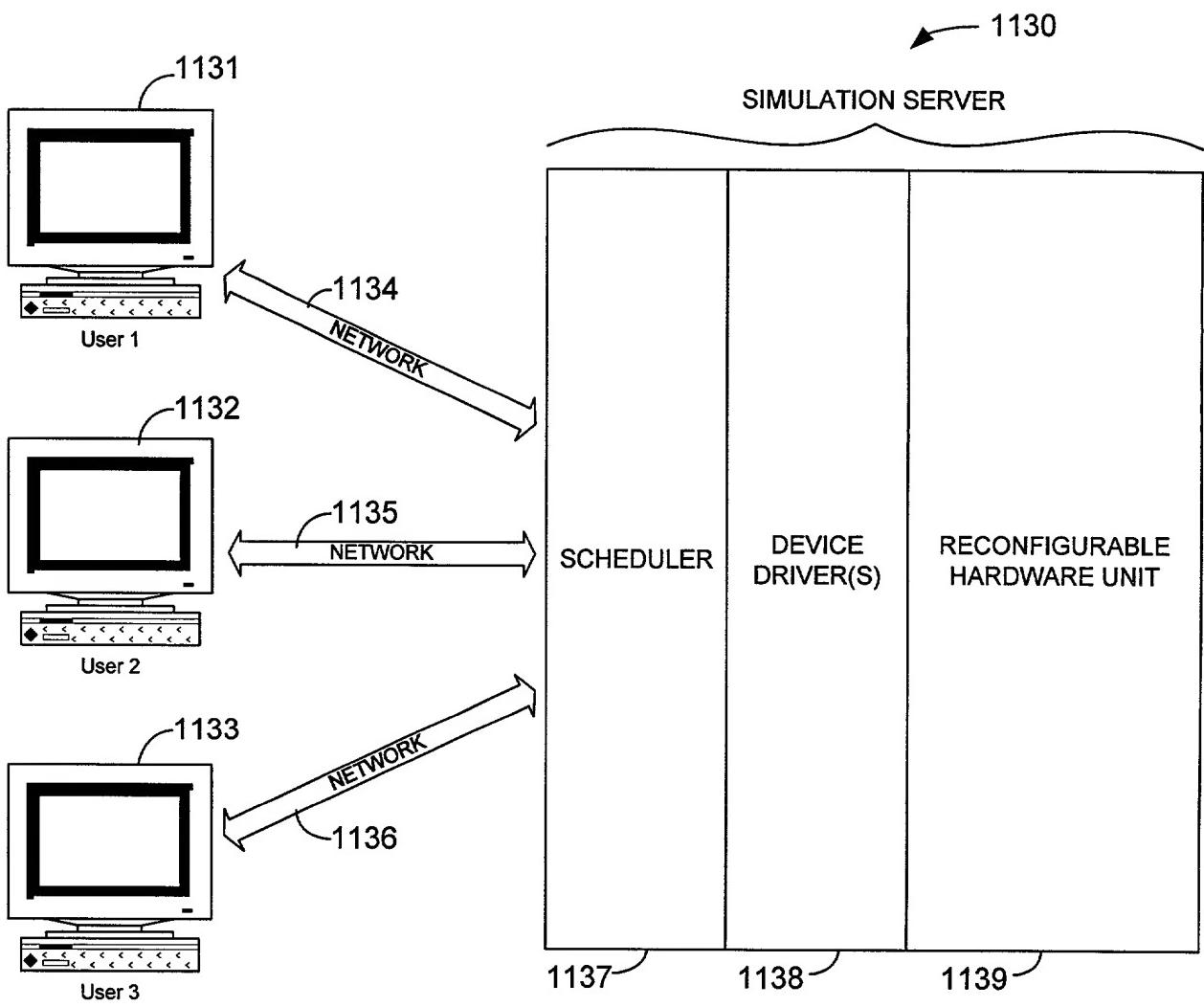


FIG. 47

## SIMULATION SERVER ARCHITECTURE

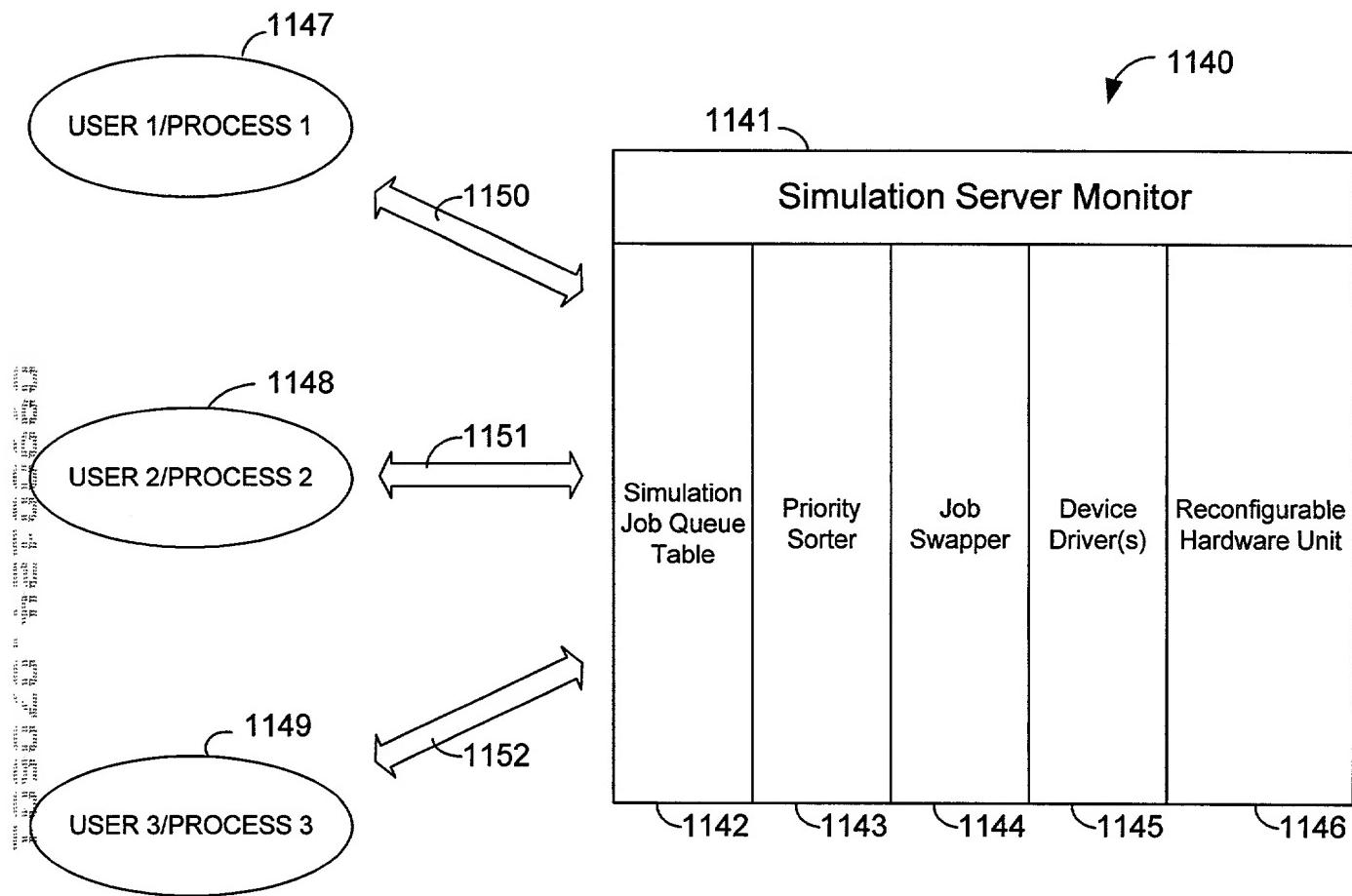


FIG. 48

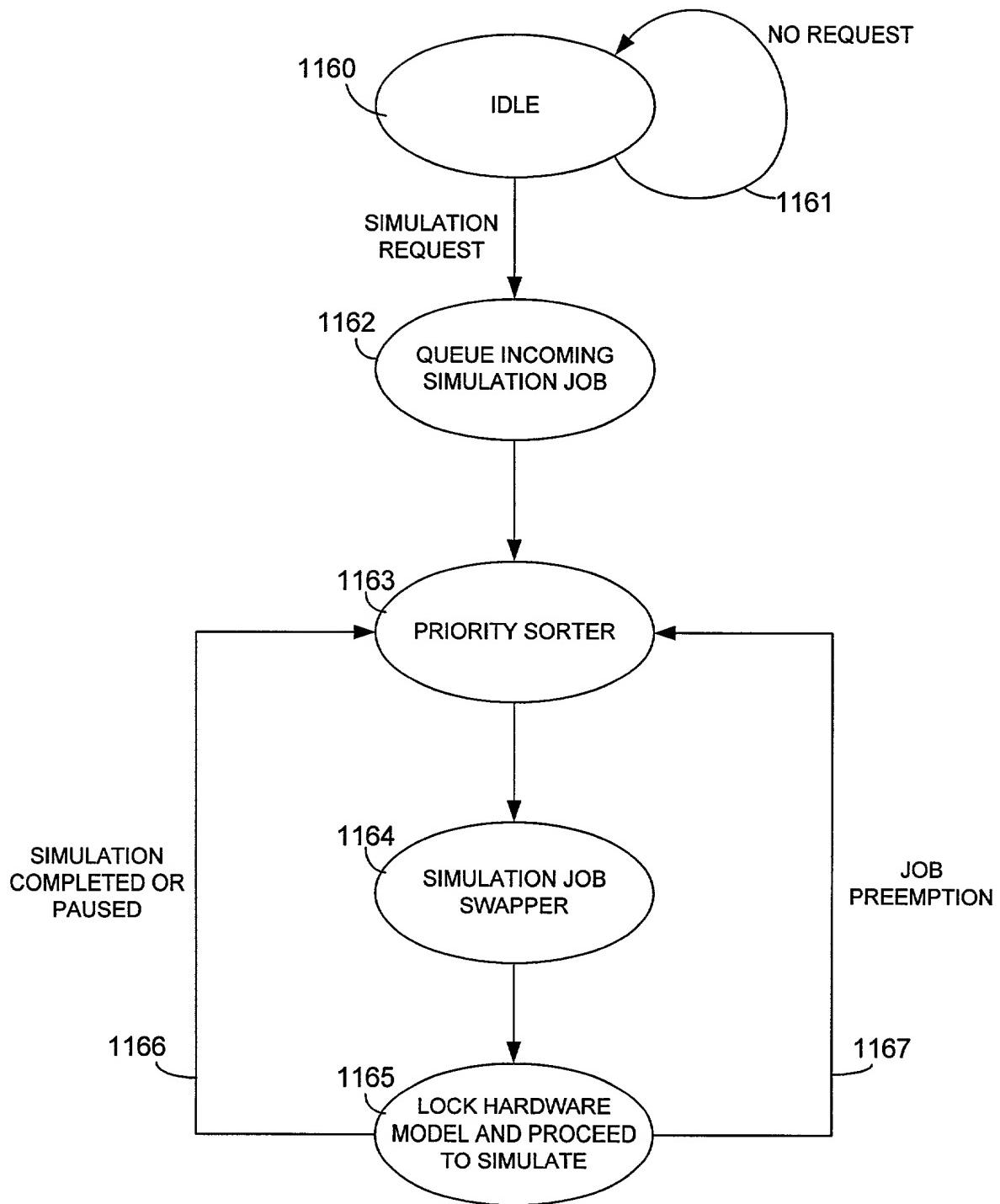


FIG. 49

# JOB SWAPPER

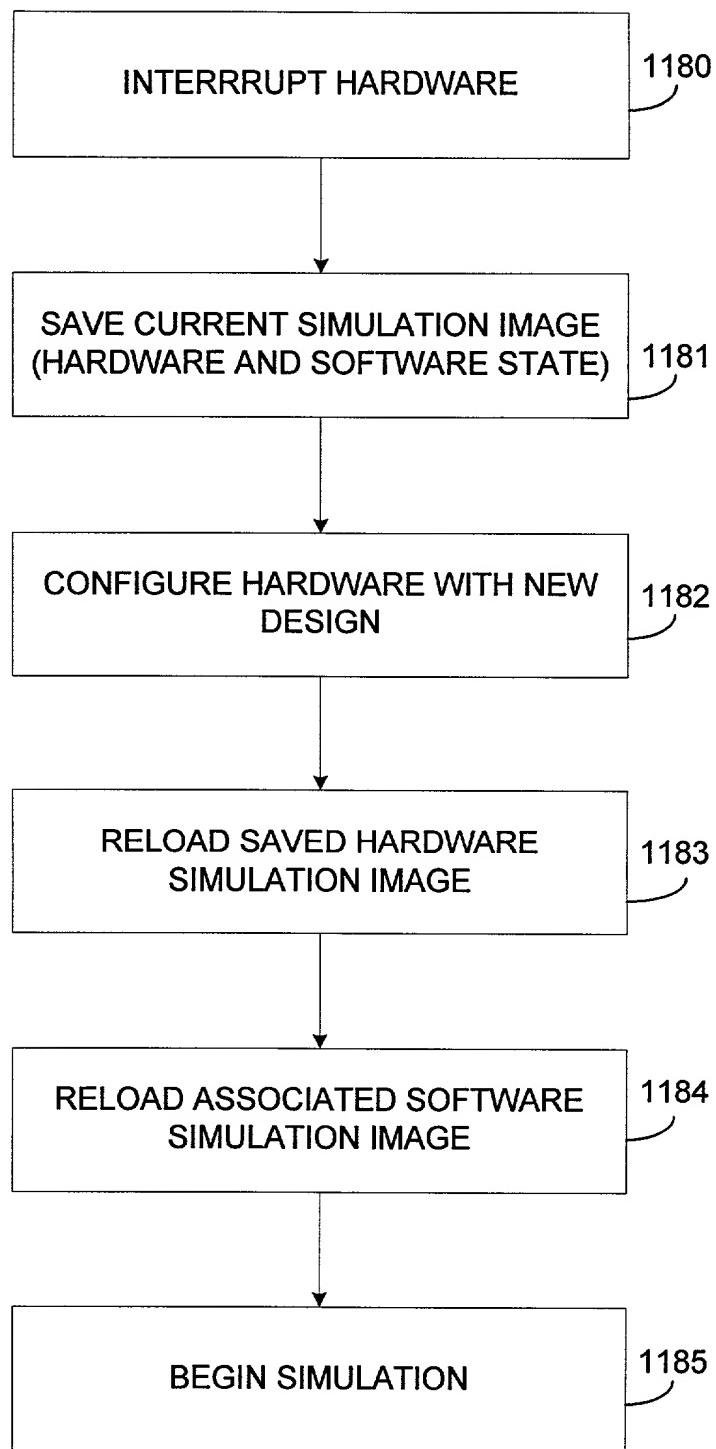


FIG. 50

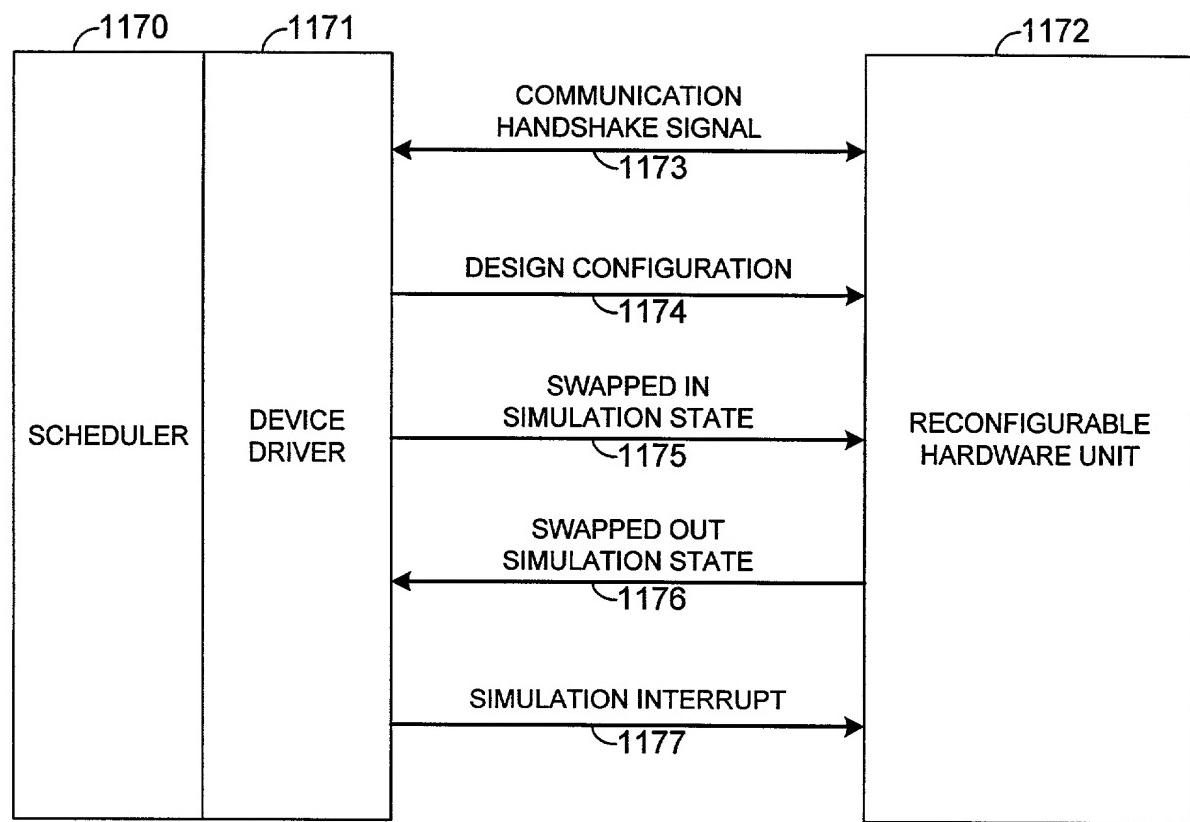


FIG. 51

PRIORITY I {  
JOB A  
JOB B

PRIORITY II {  
JOB C  
JOB D

### TIME-SHARED HARDWARE USAGE:

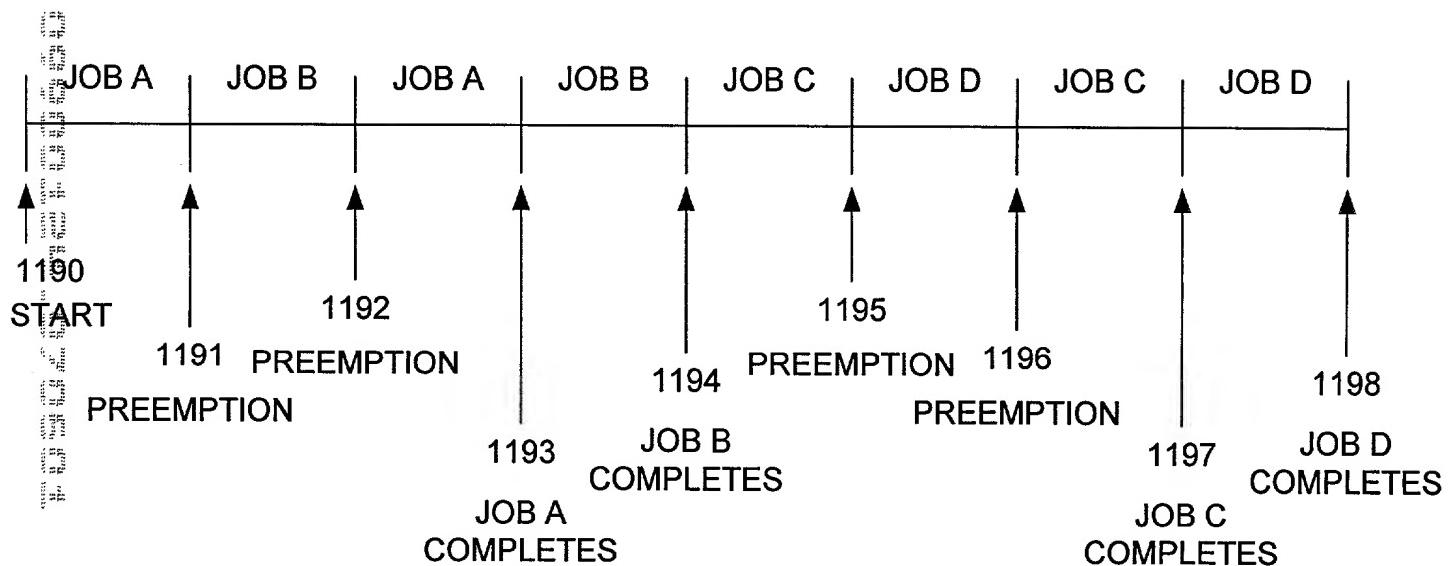
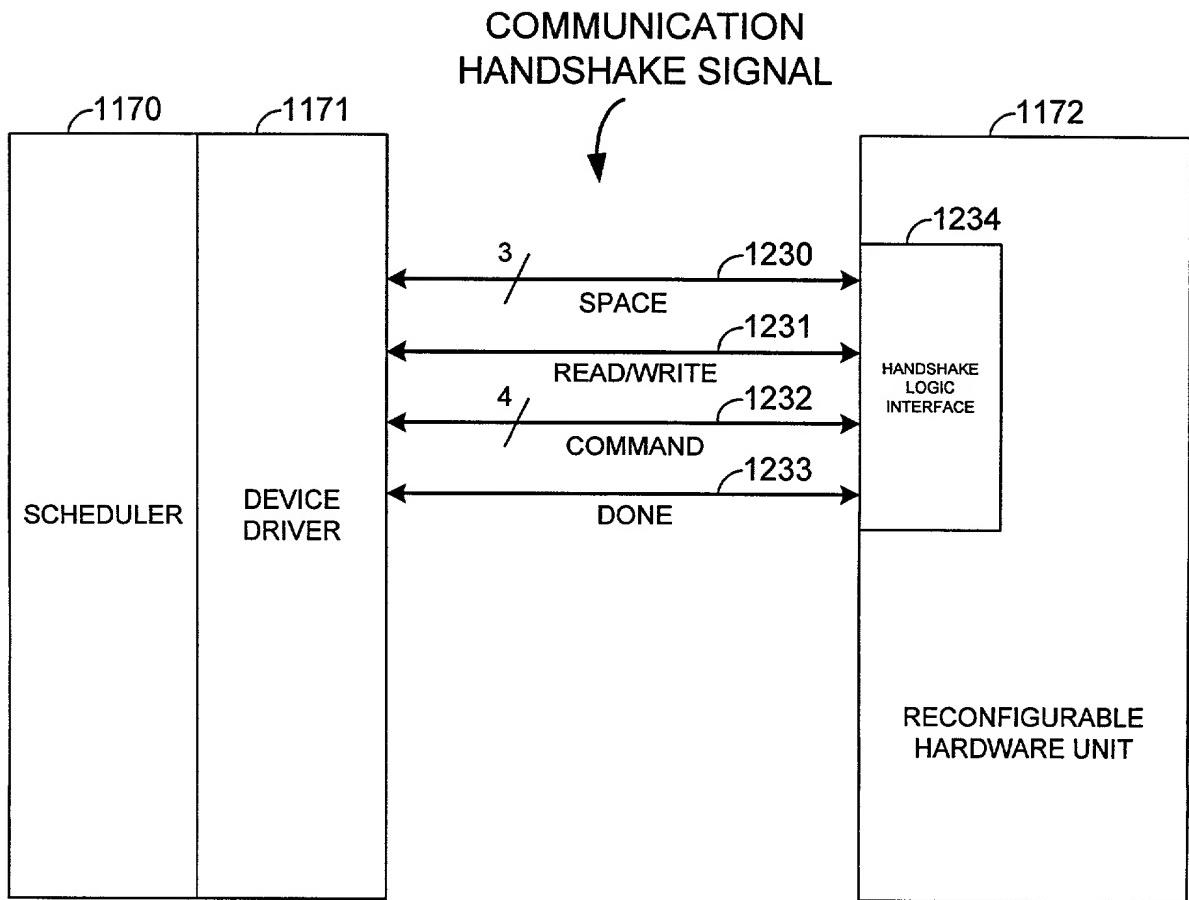


FIG. 52



**FIG. 53**

# COMMUNICATION HANDSHAKE PROTOCOL

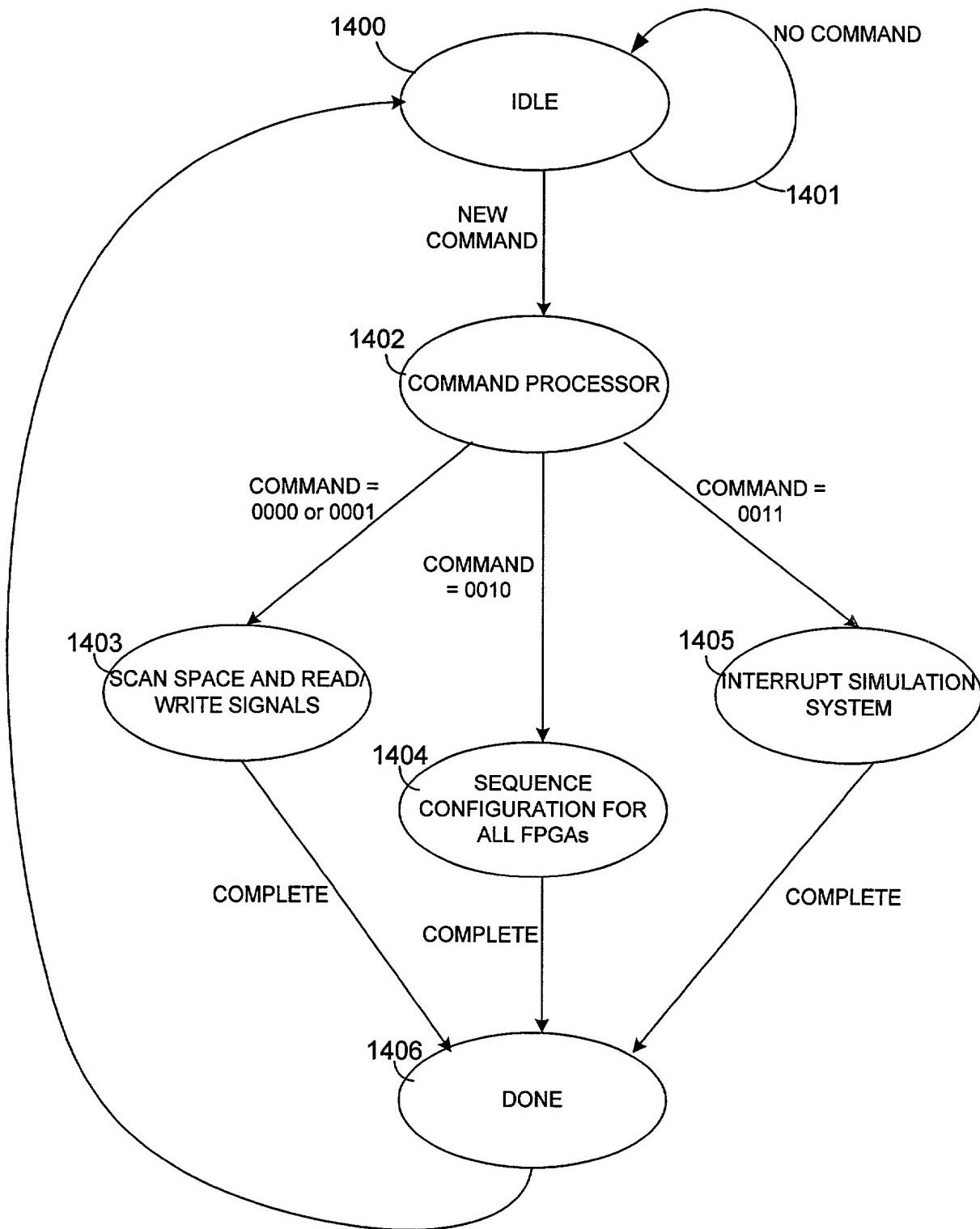
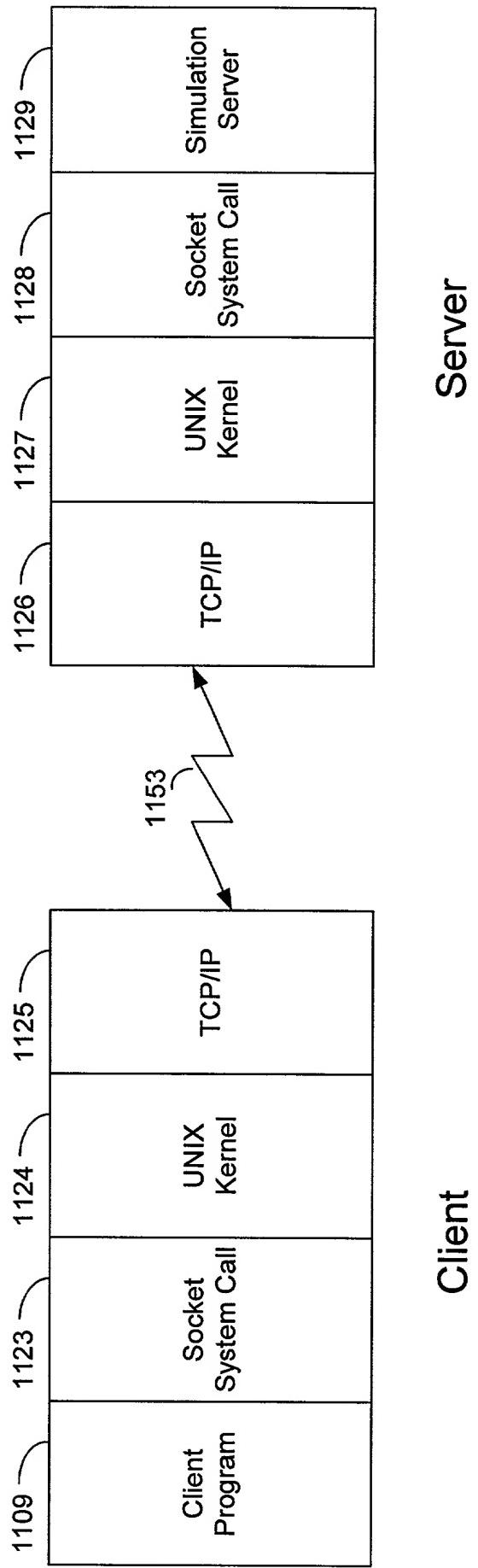


FIG. 54

# FIG. 55



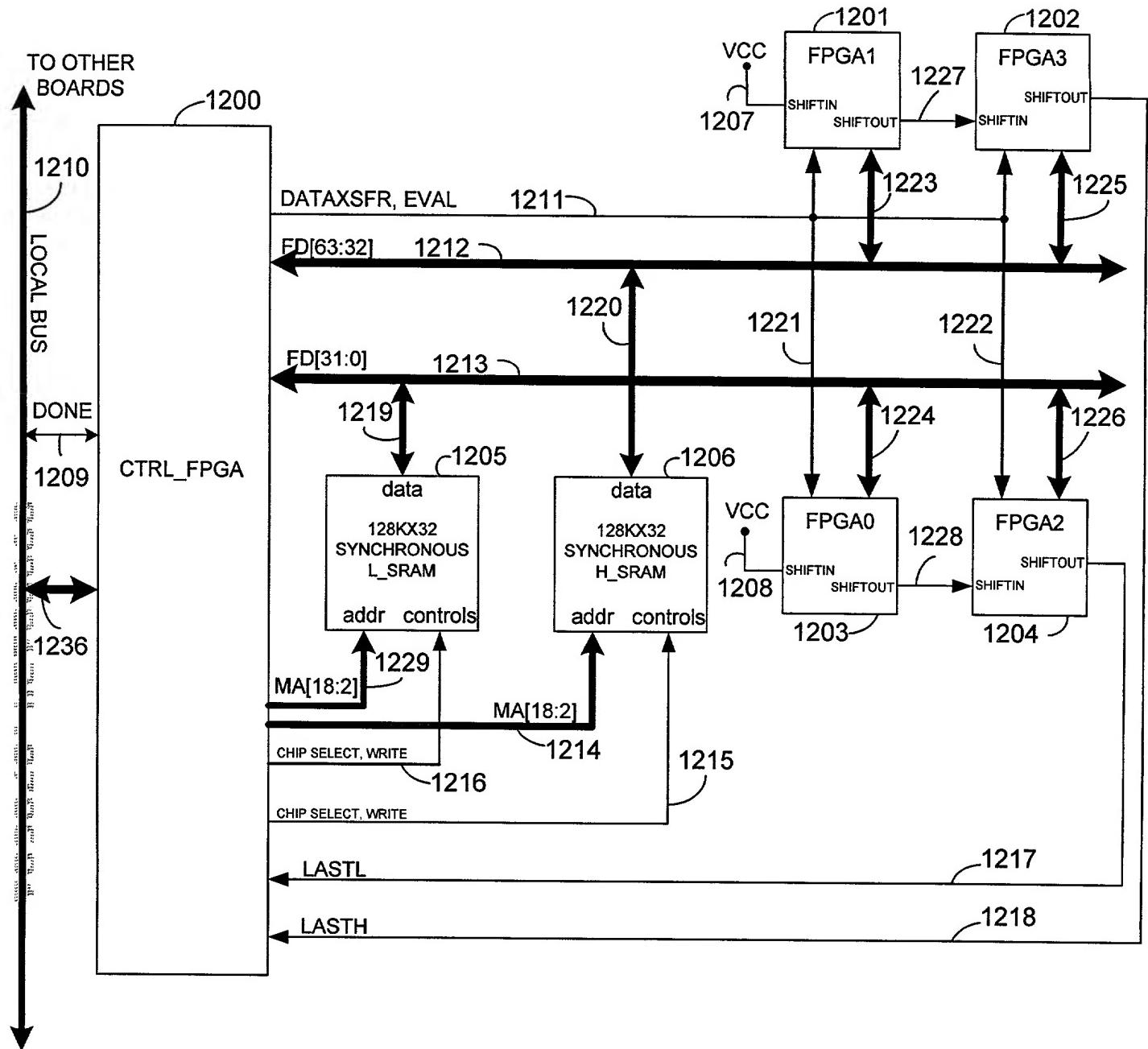
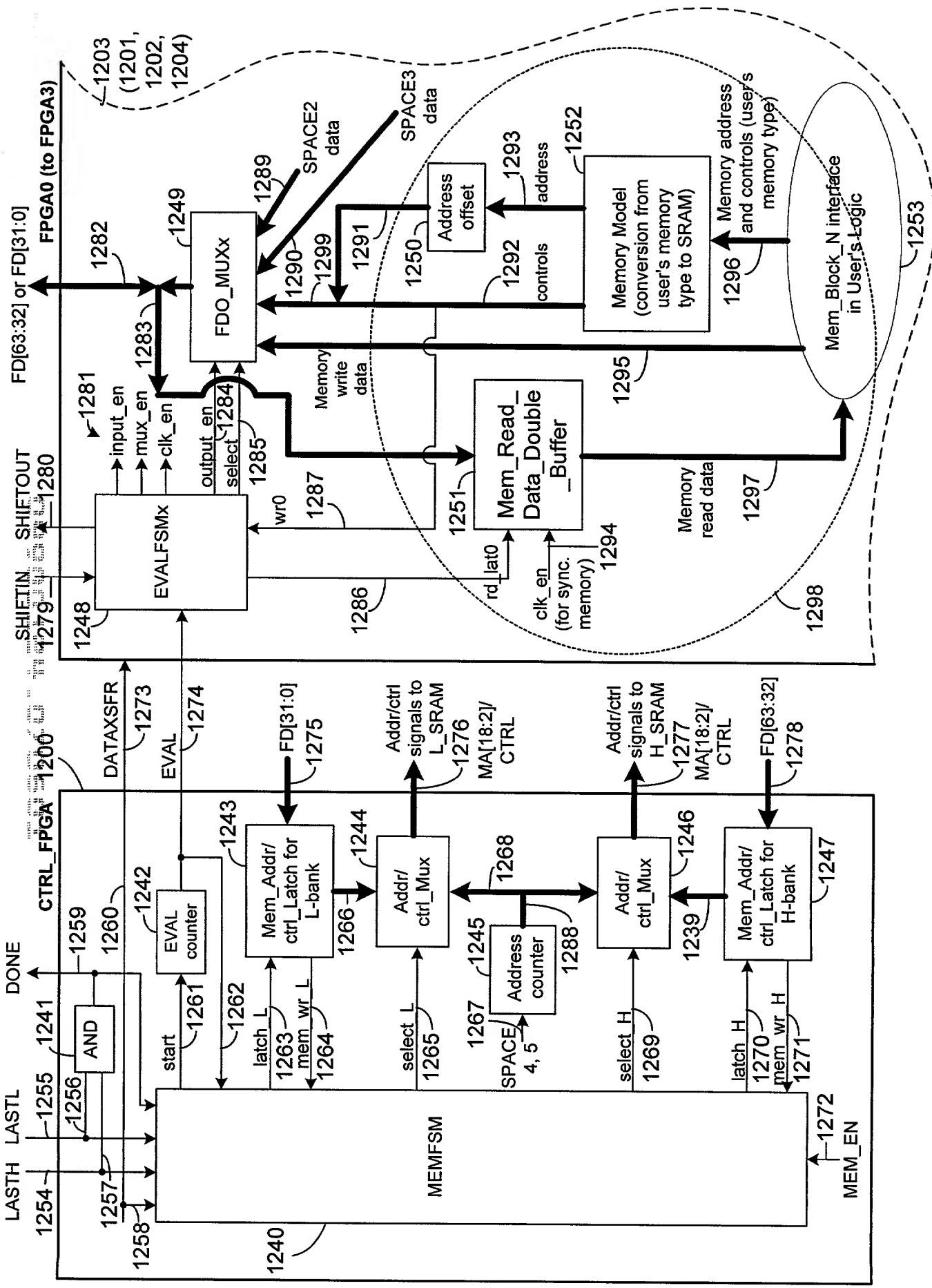
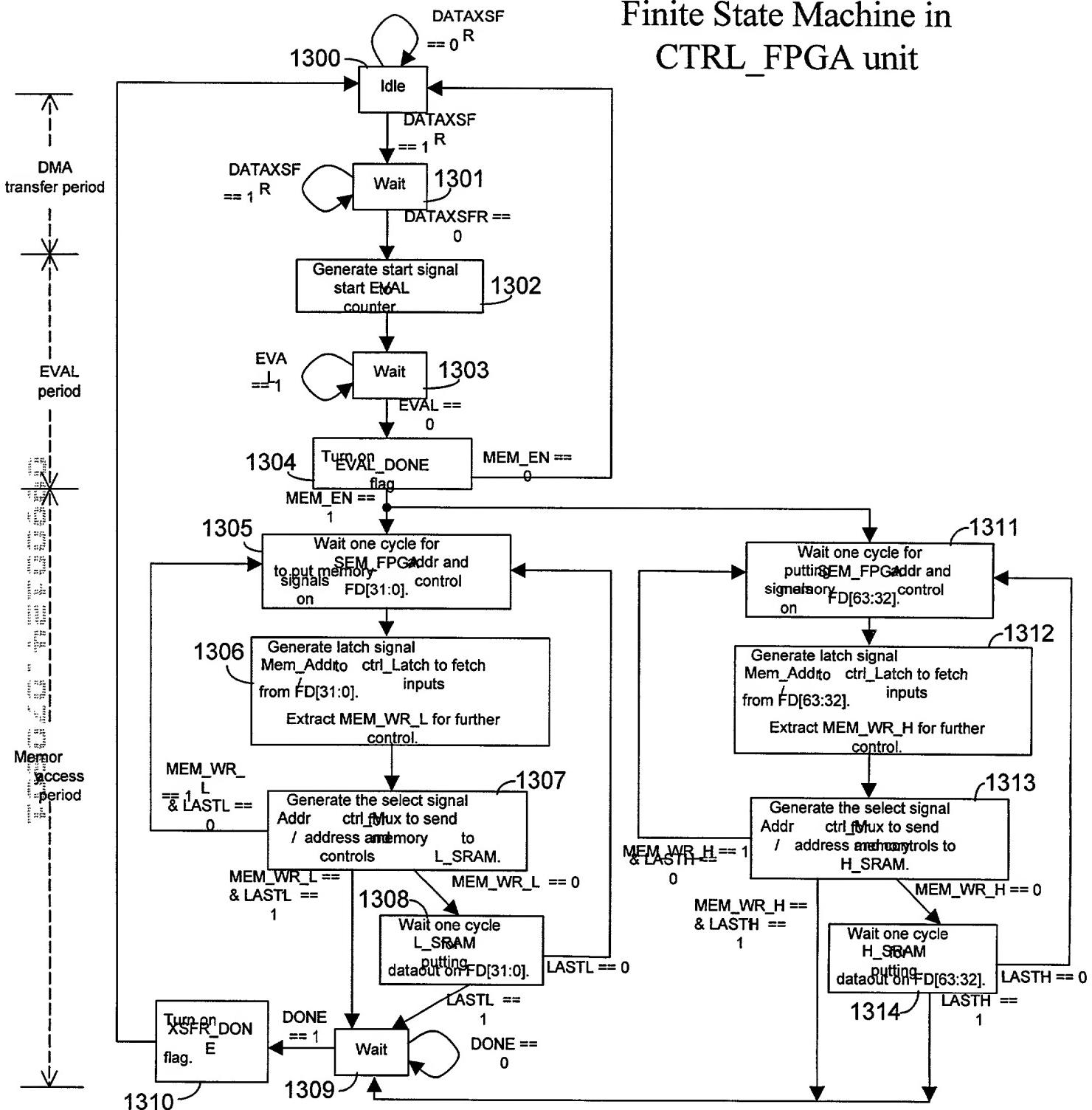


FIG. 56

# FIG. 57



# MEMFSM - Memory Finite State Machine in CTRL\_FPGA unit



# FIG. 58

# EVALFSM - EVAL

## Finite State Machine in each FPGA logic device

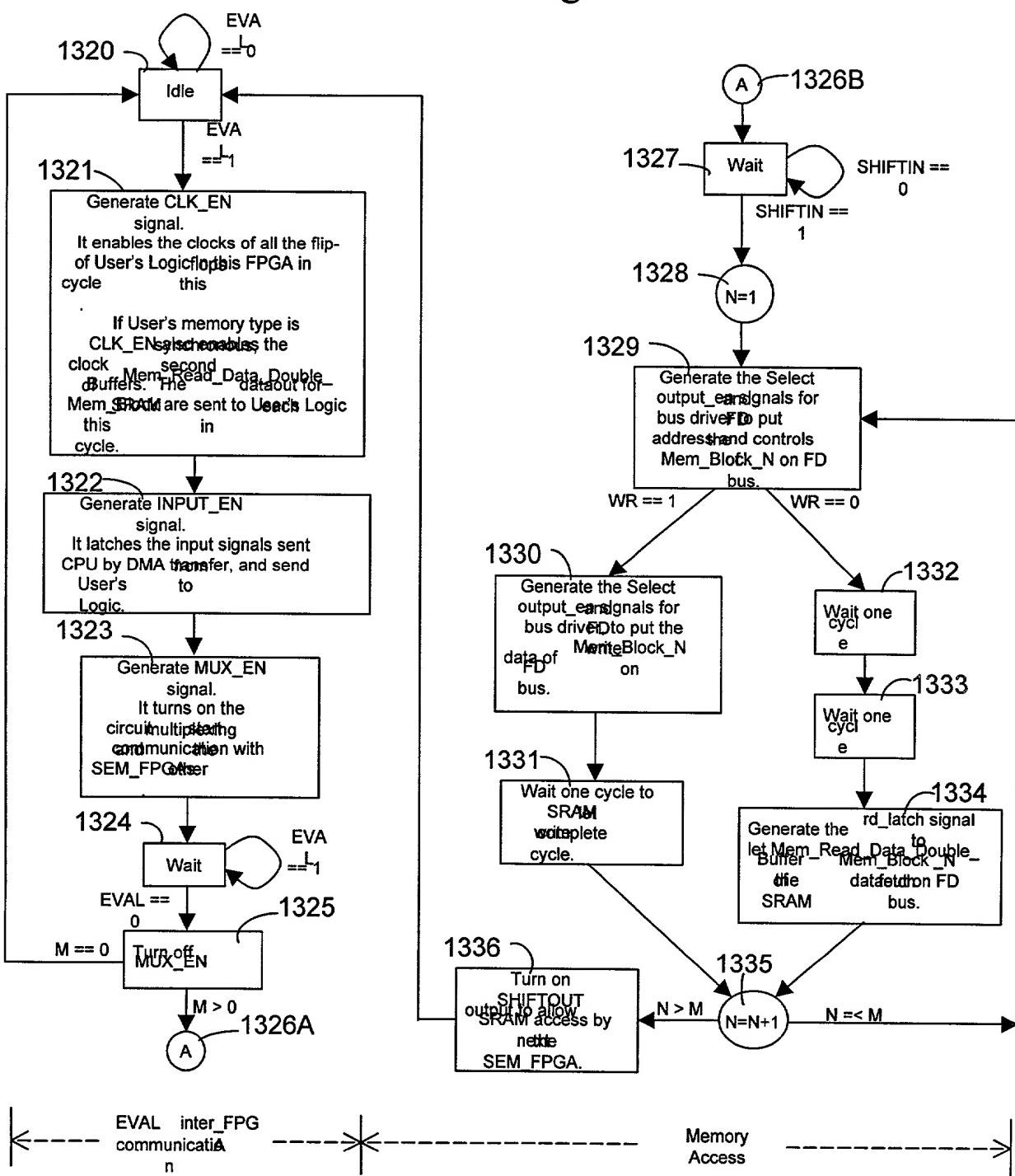


FIG. 59

# MEMORY READ DATA DOUBLE BUFFER

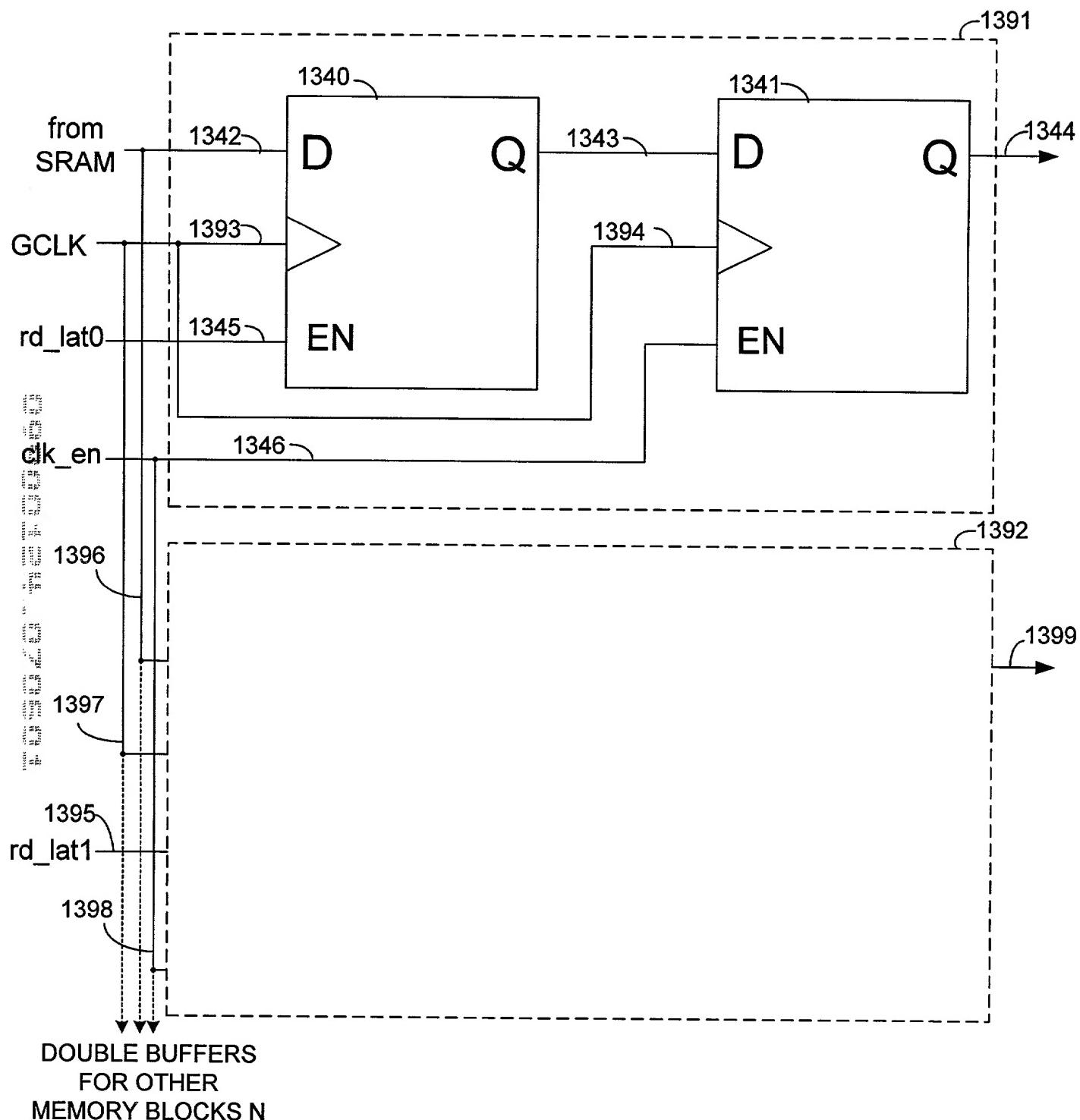


FIG. 60

## SIMULATION WRITE/READ CYCLE

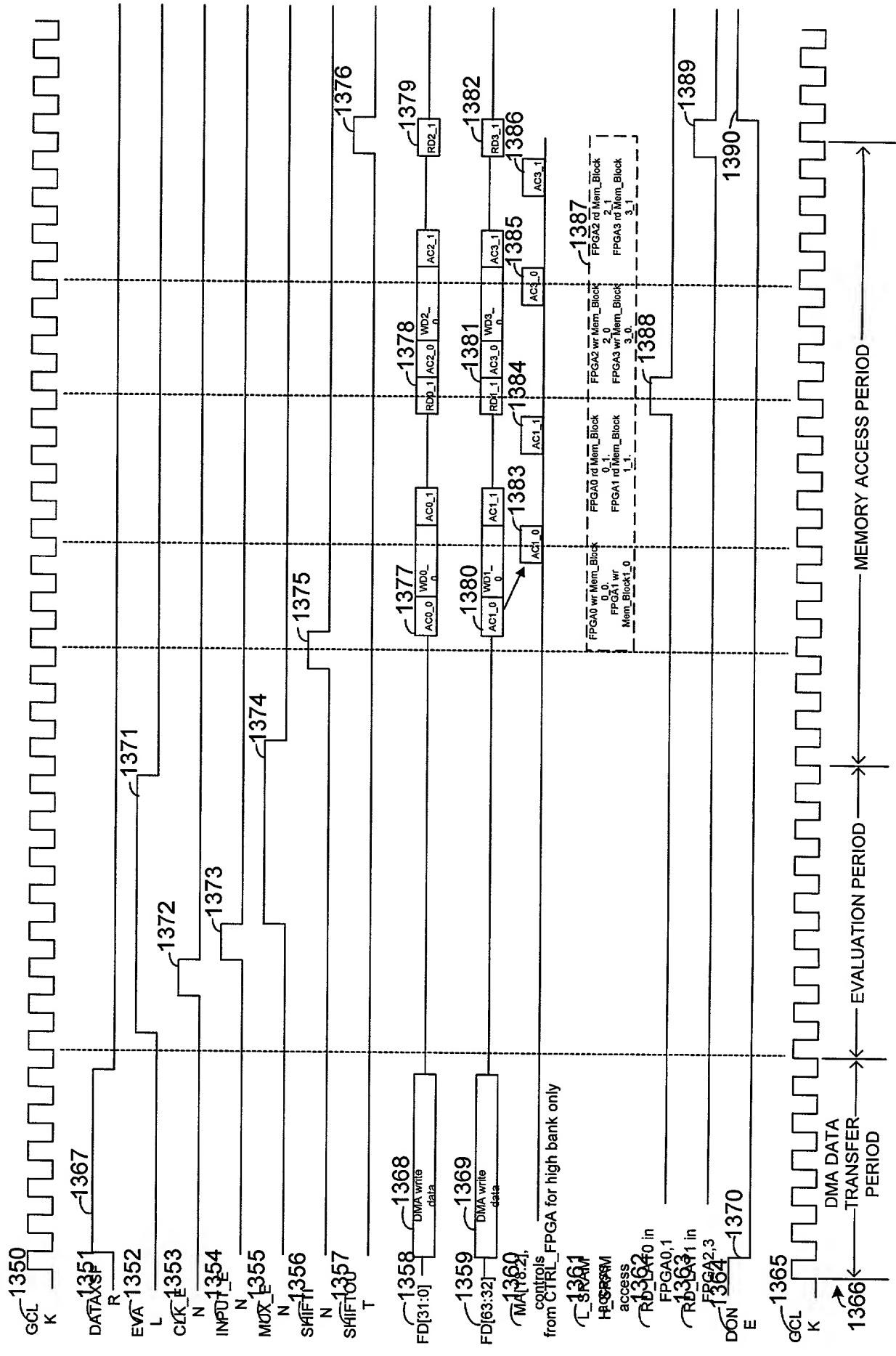
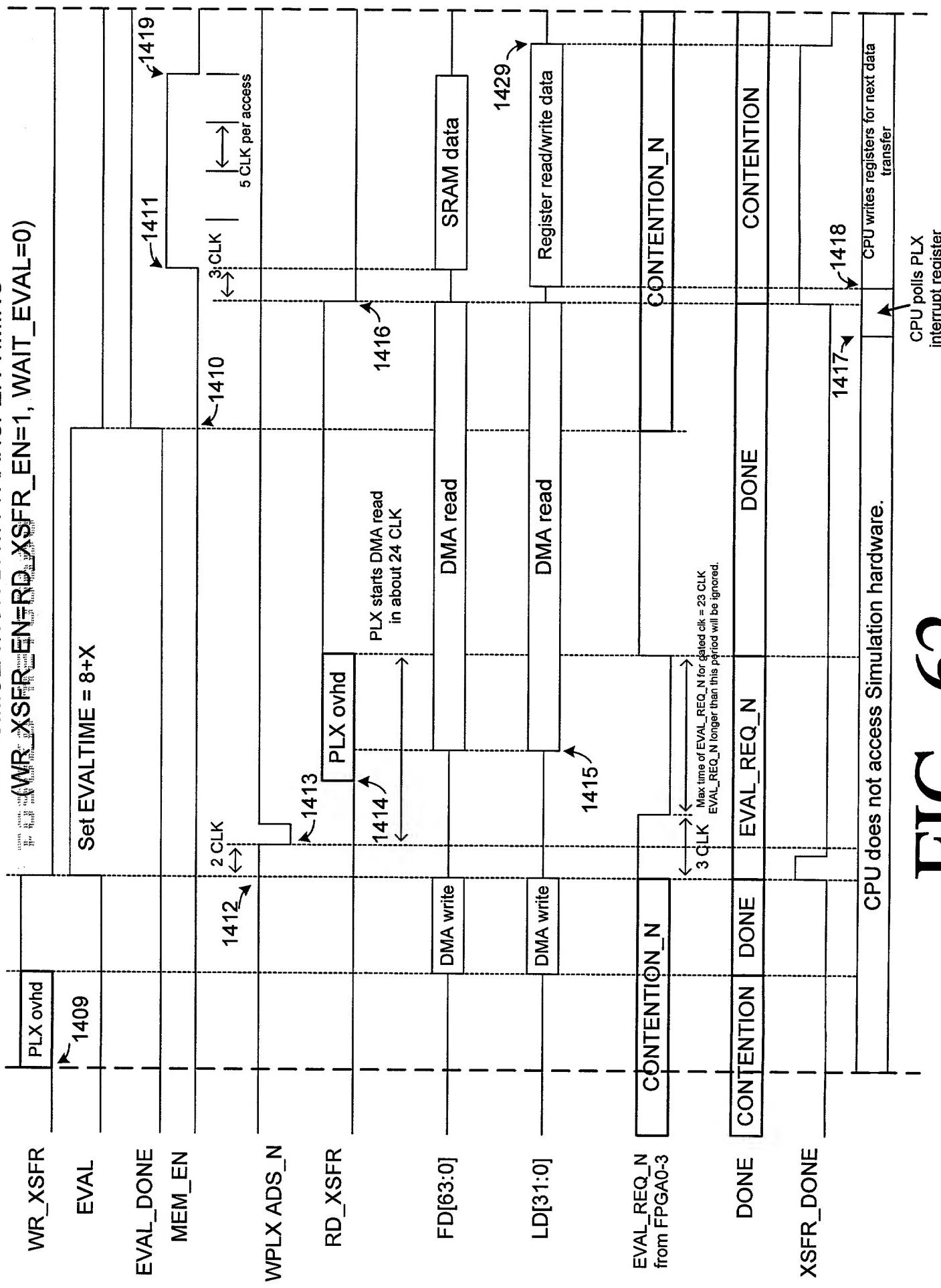


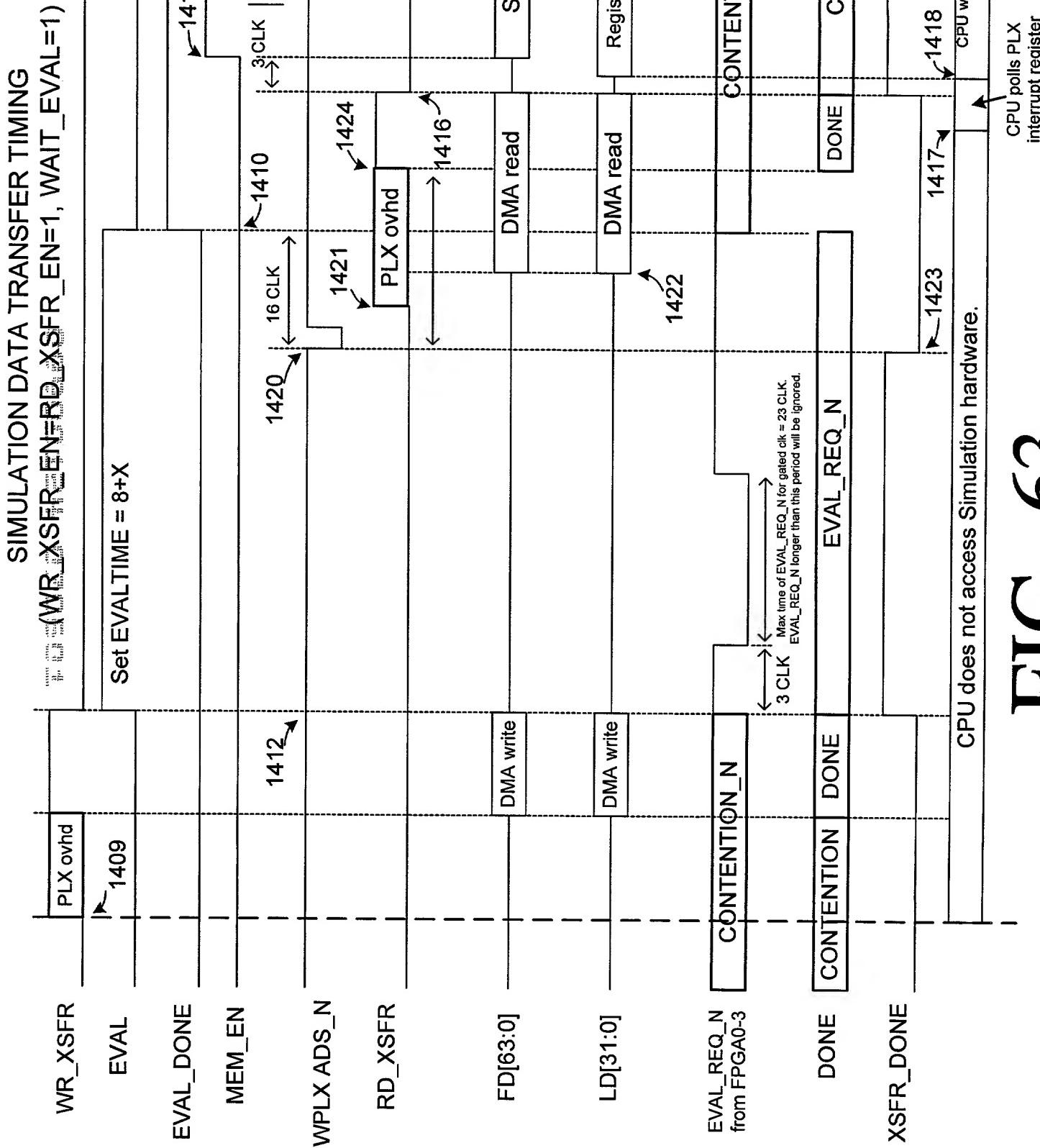
FIG. 61

# FIG. 62

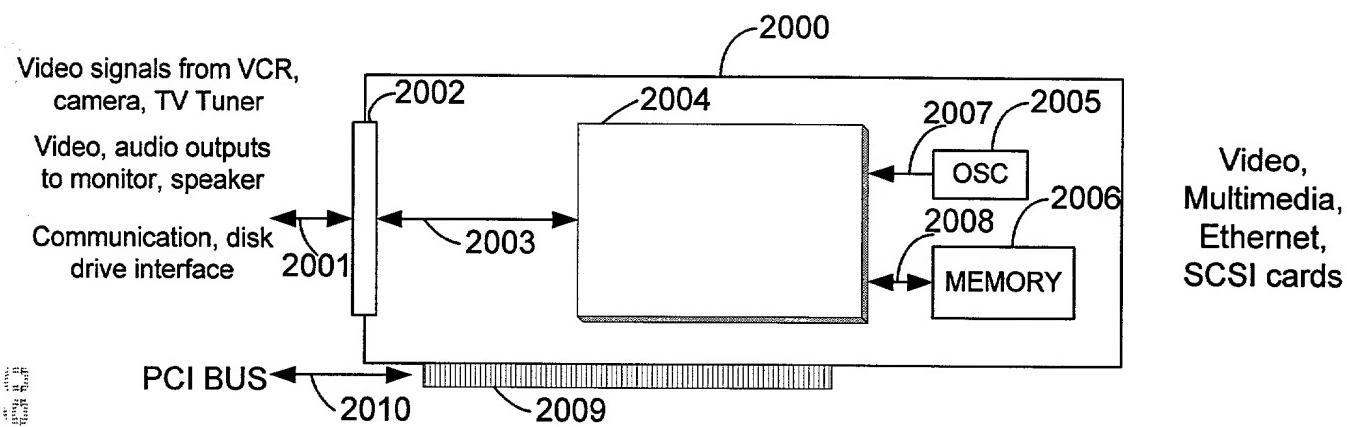
## SIMULATION DATA TRANSFER TIMING



# FIG. 63

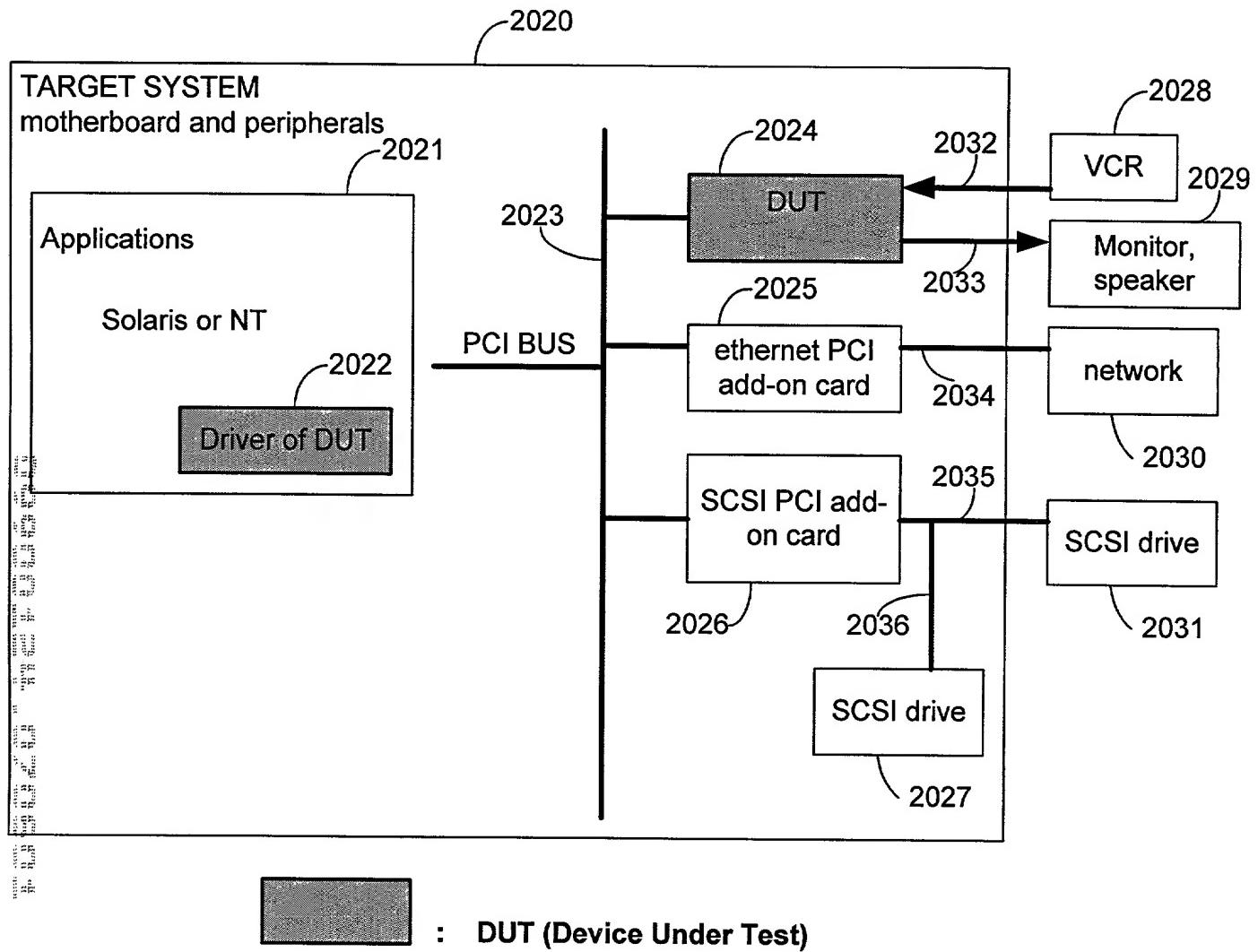


# Typical User Design of PCI Add-on Cards



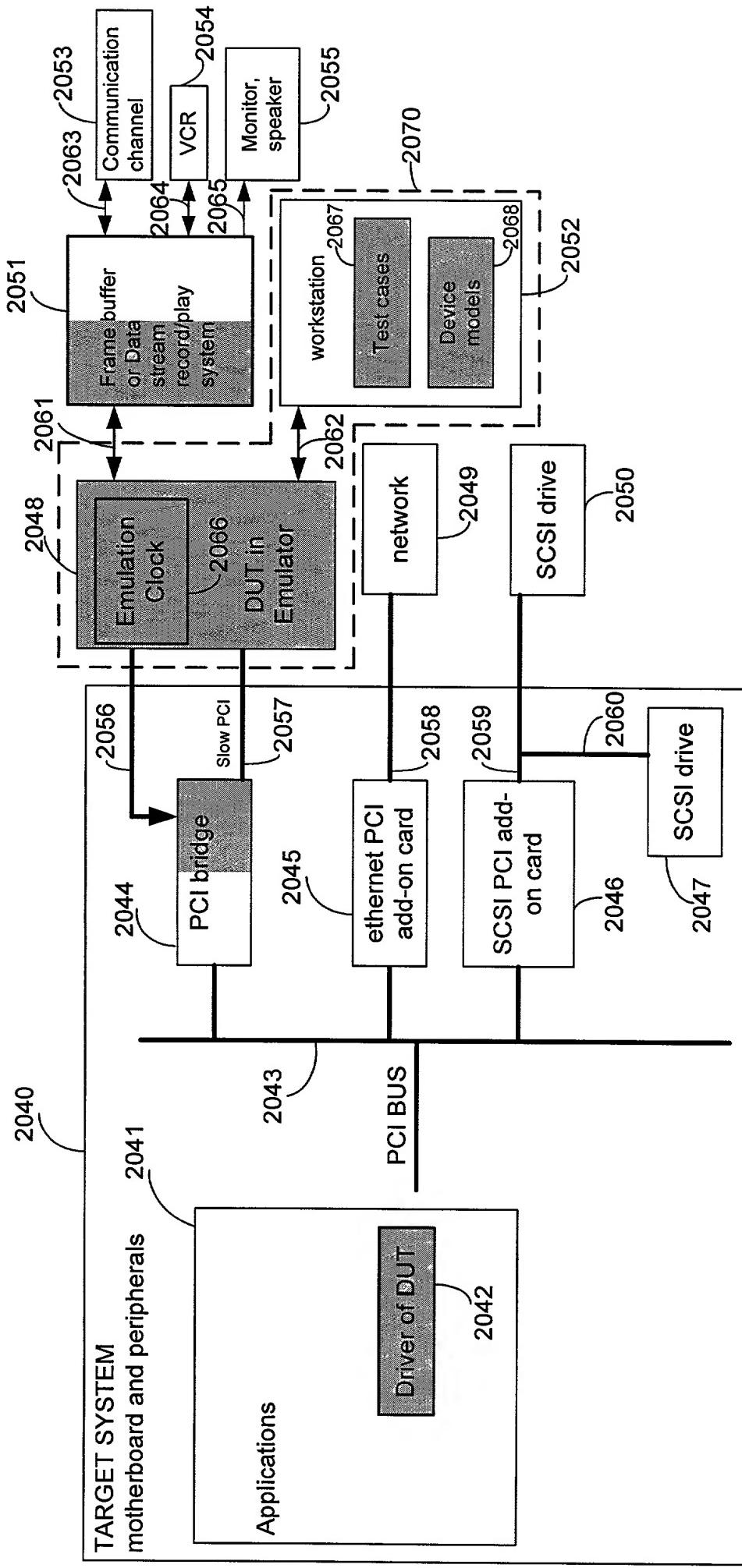
**FIG. 64**

# Typical Hardware/Software Co-Verification



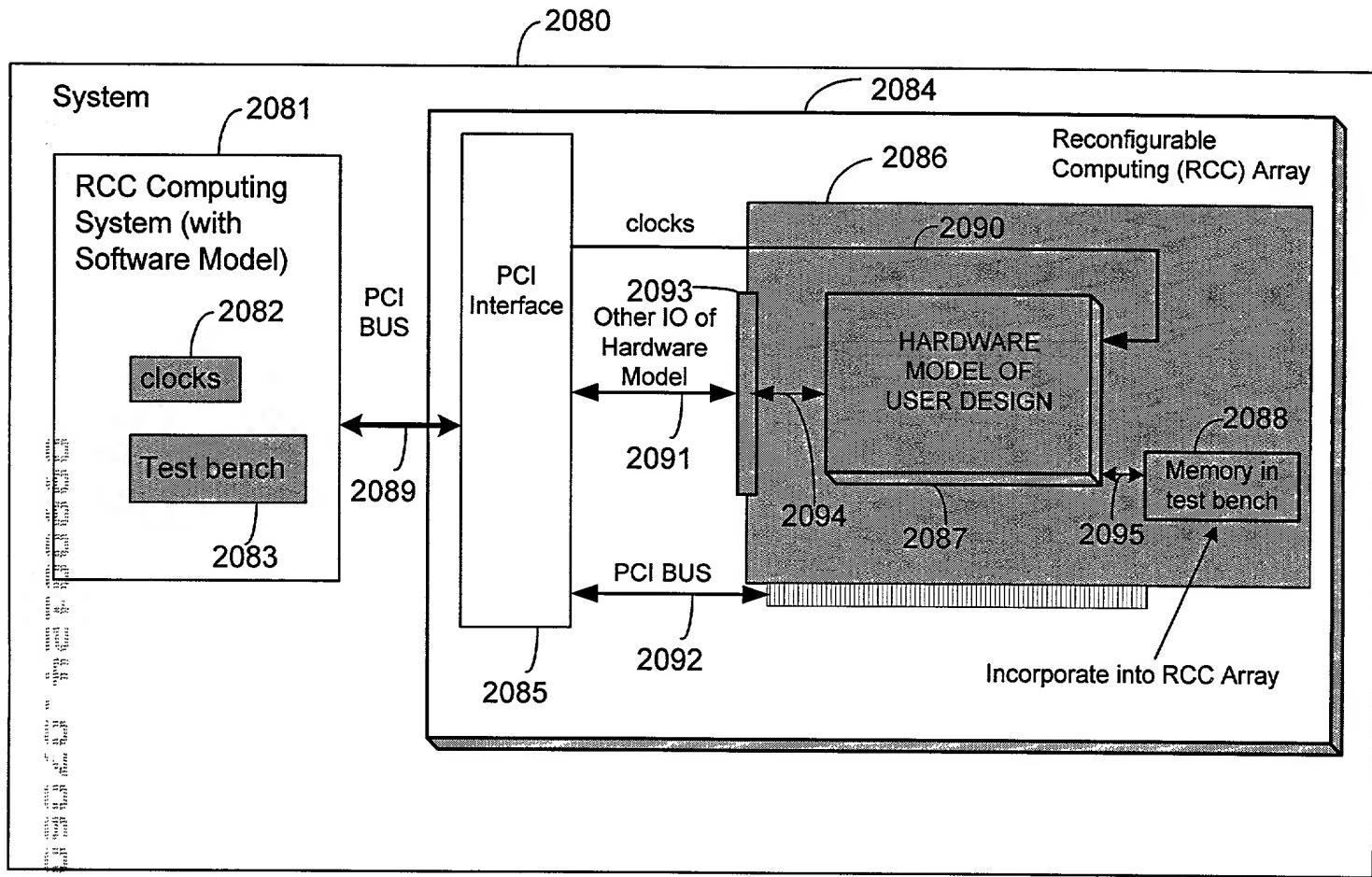
**FIG. 65**

# Typical Co-Verification by Using Emulator



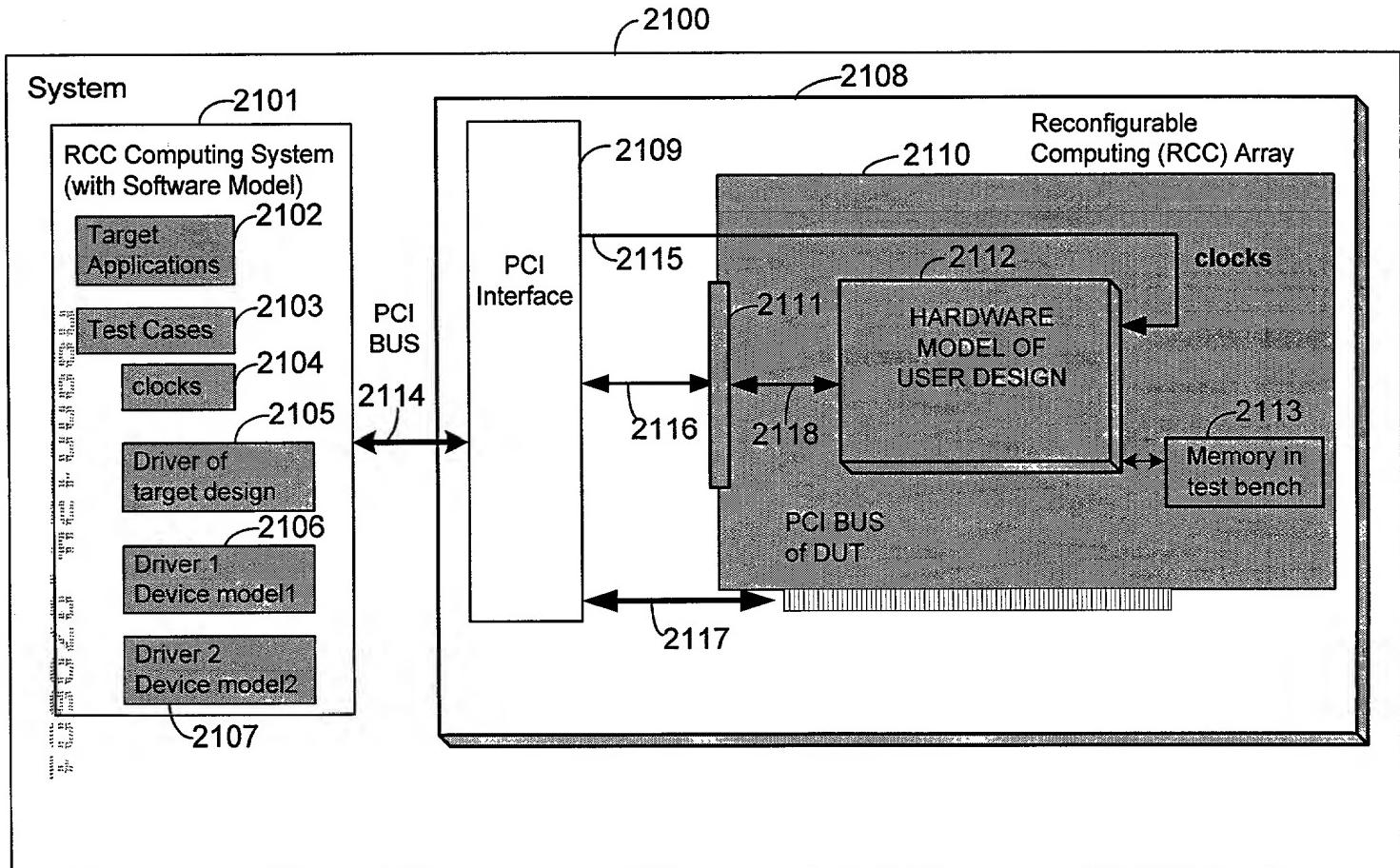
**FIG. 66**

# SIMULATION



**FIG. 67**

# CO-VERIFICATION WITHOUT EXTERNAL I/O



**FIG. 68**

# CO-VERIFICATION WITH EXTERNAL I/O

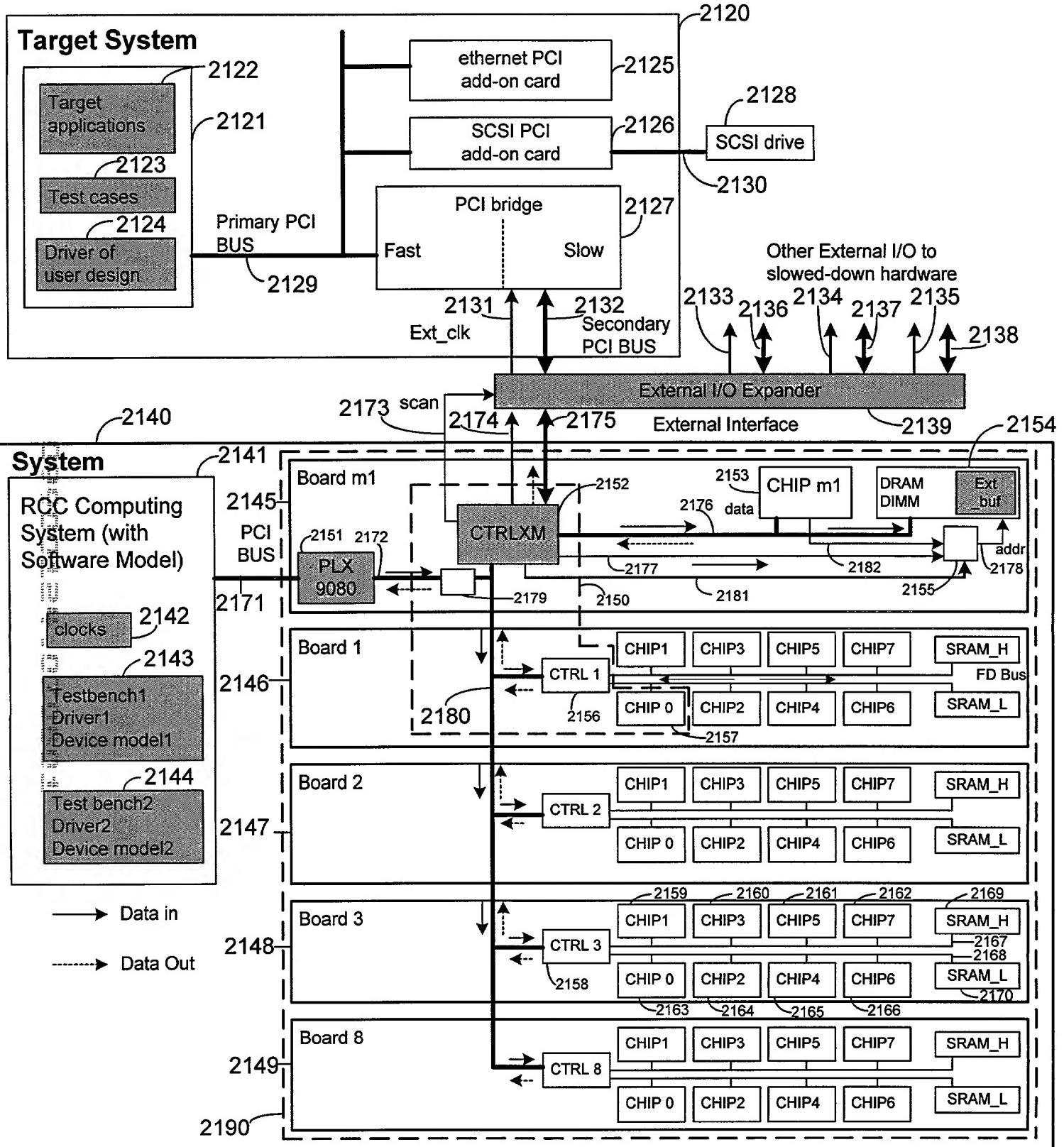


FIG. 69

# CONTROL OF DATA-IN CYCLE

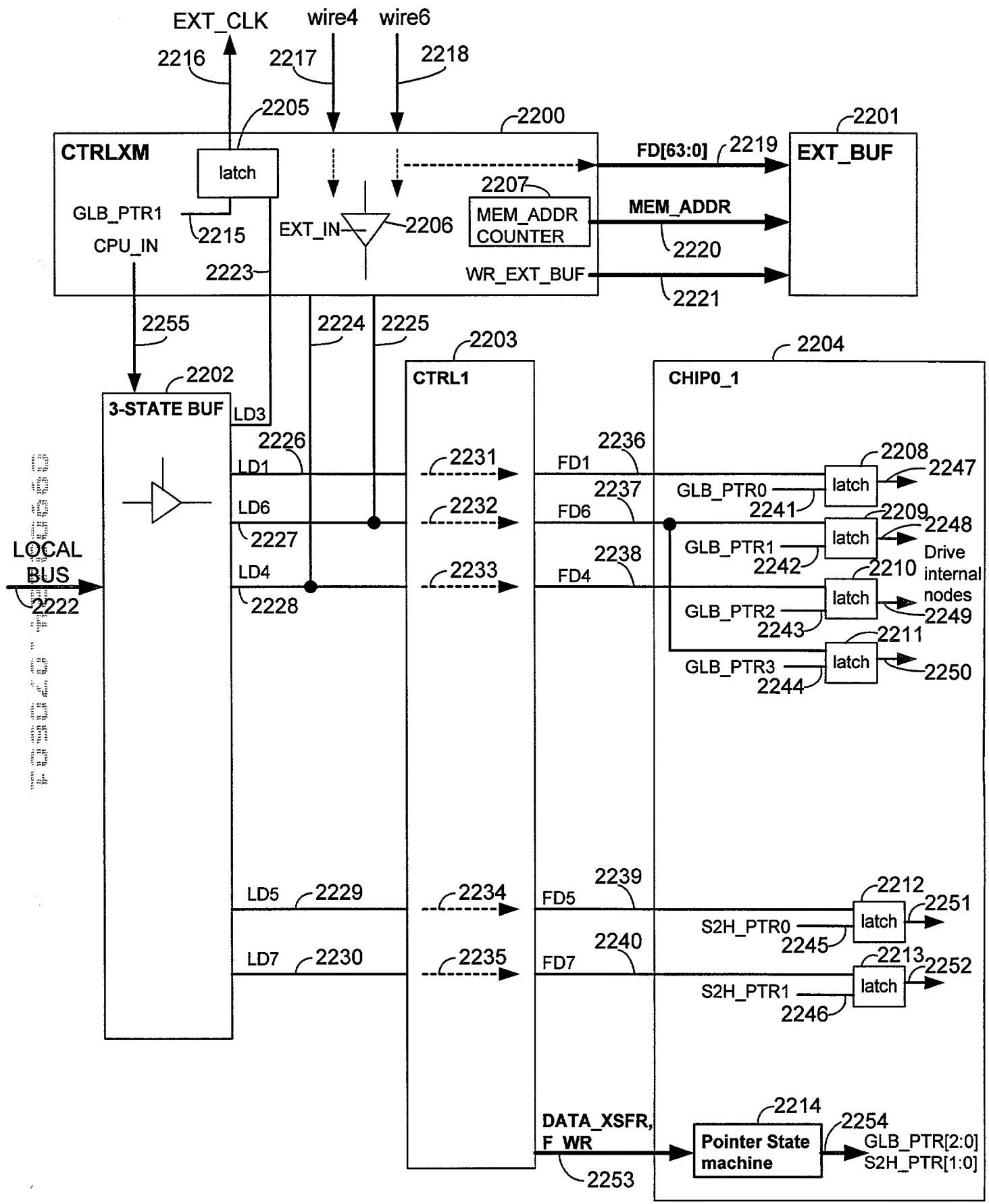
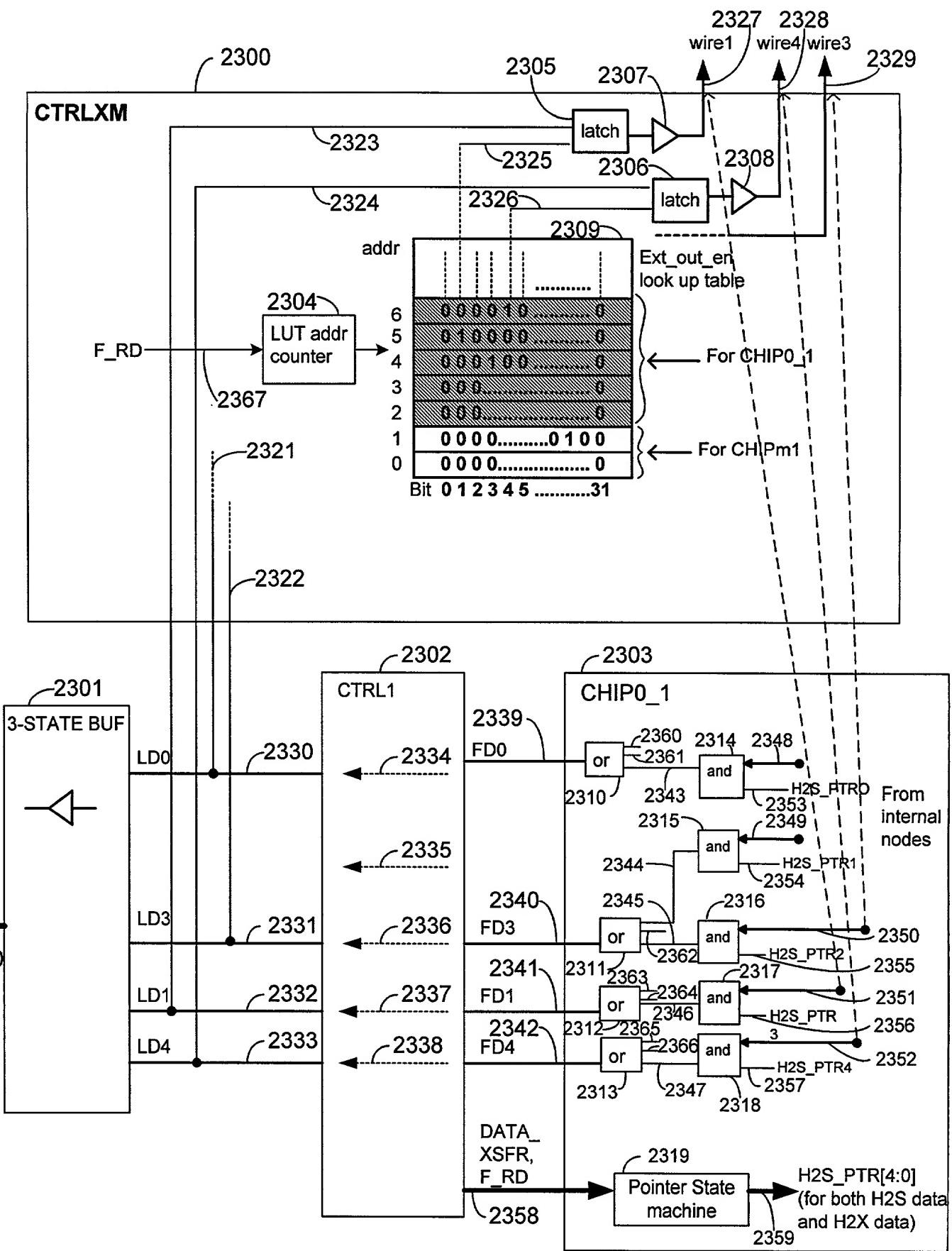


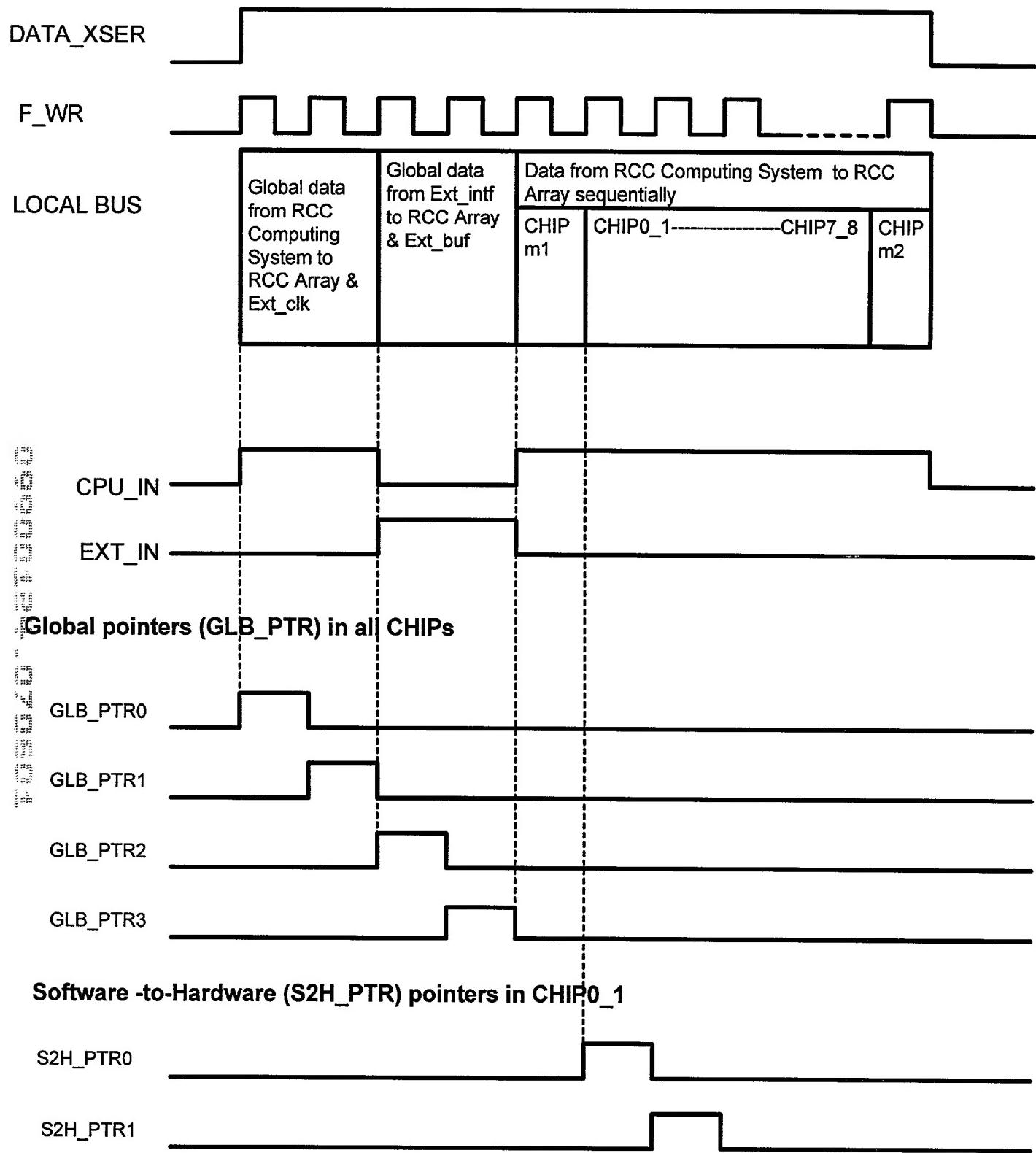
FIG. 70

# CONTROL OF DATA-OUT CYCLE



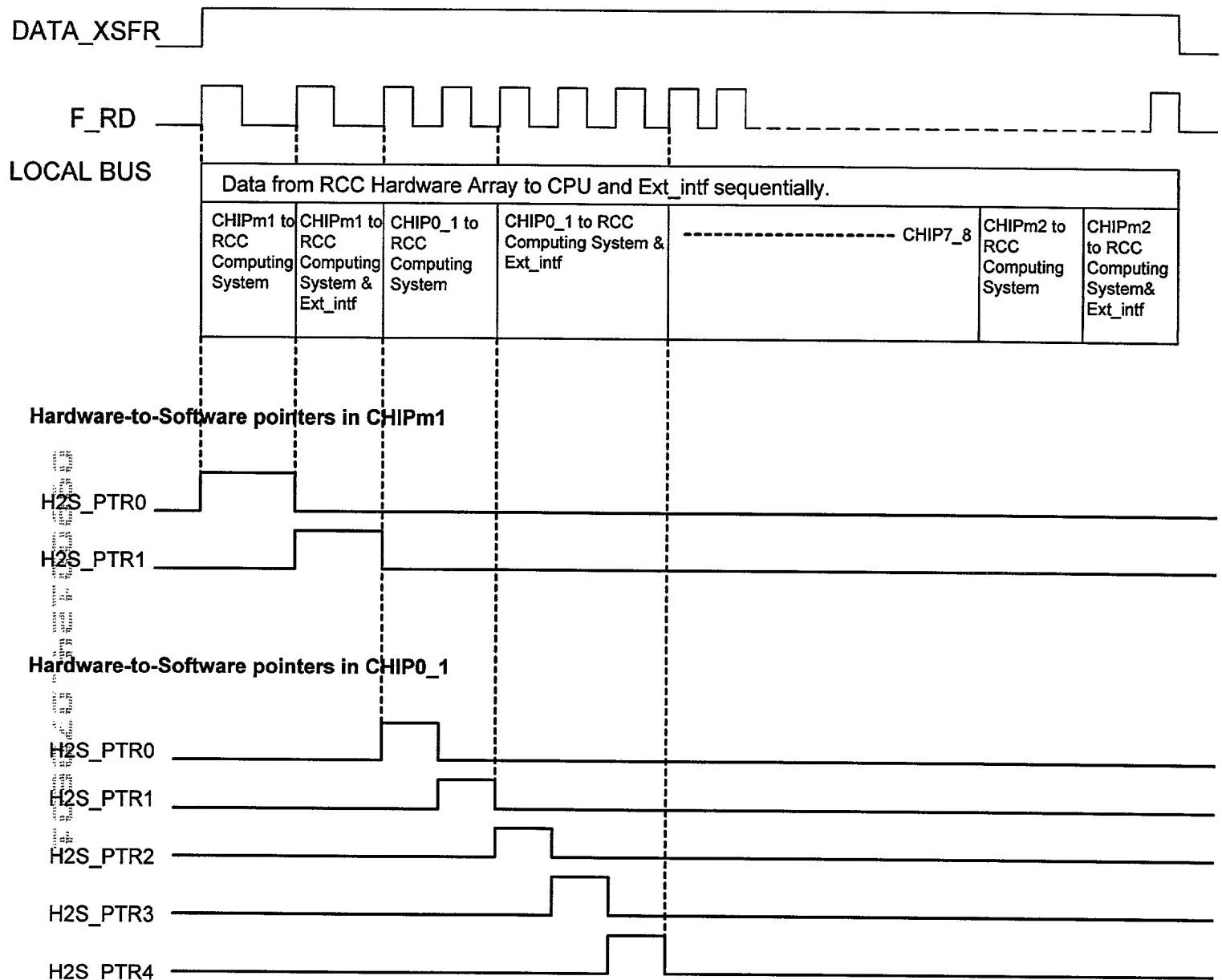
**FIG. 71**

# CONTROL OF DATA-IN CYCLE

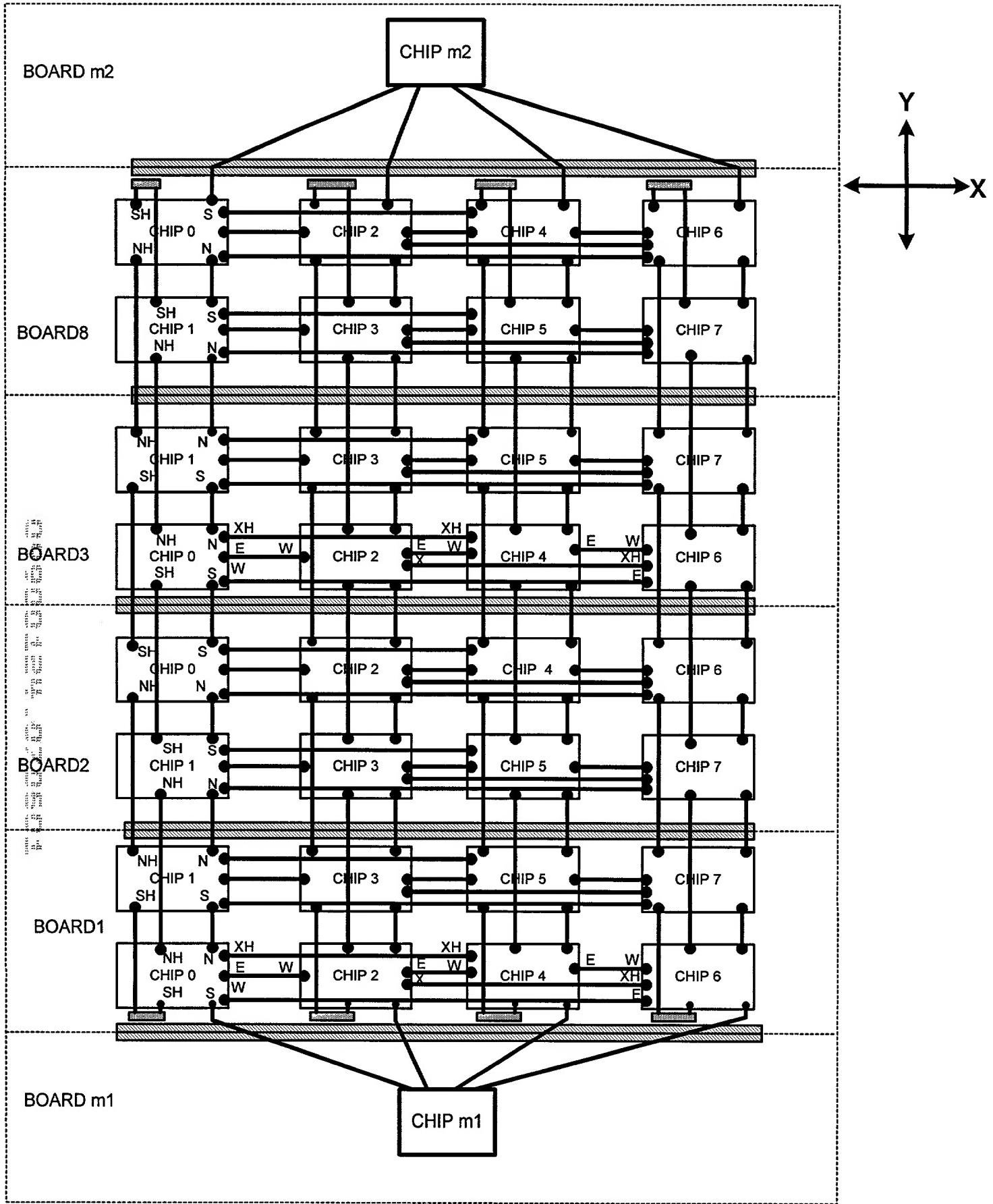


**FIG. 72**

# CONTROL OF DATA-OUT CYCLE



**FIG. 73**



**FIG. 74**

# SHIFT REGISTER

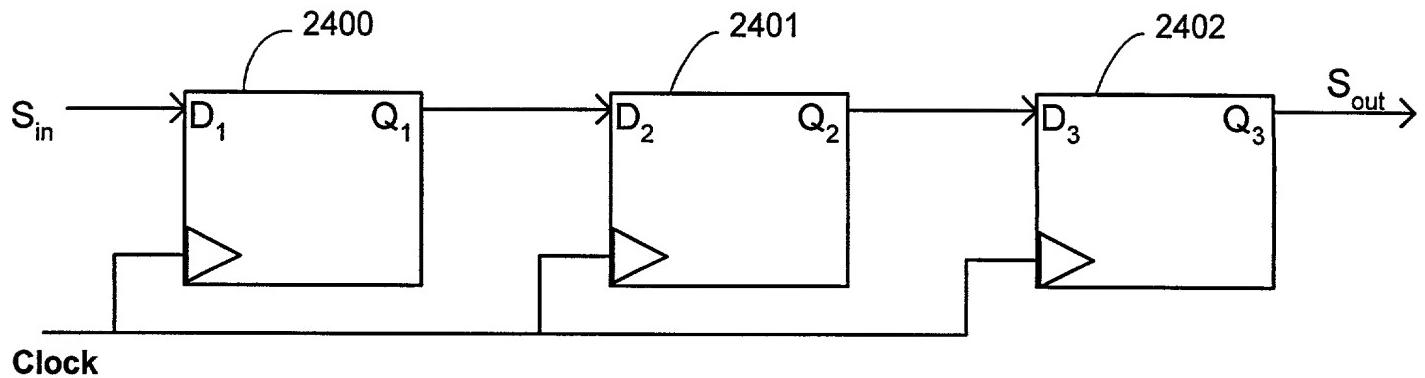


FIG. 75(A)

## HOLD TIME ASSUMPTION FOR SHIFT REGISTER

copying, editing, reuse, and distribution is prohibited without prior written permission from the copyright holder.

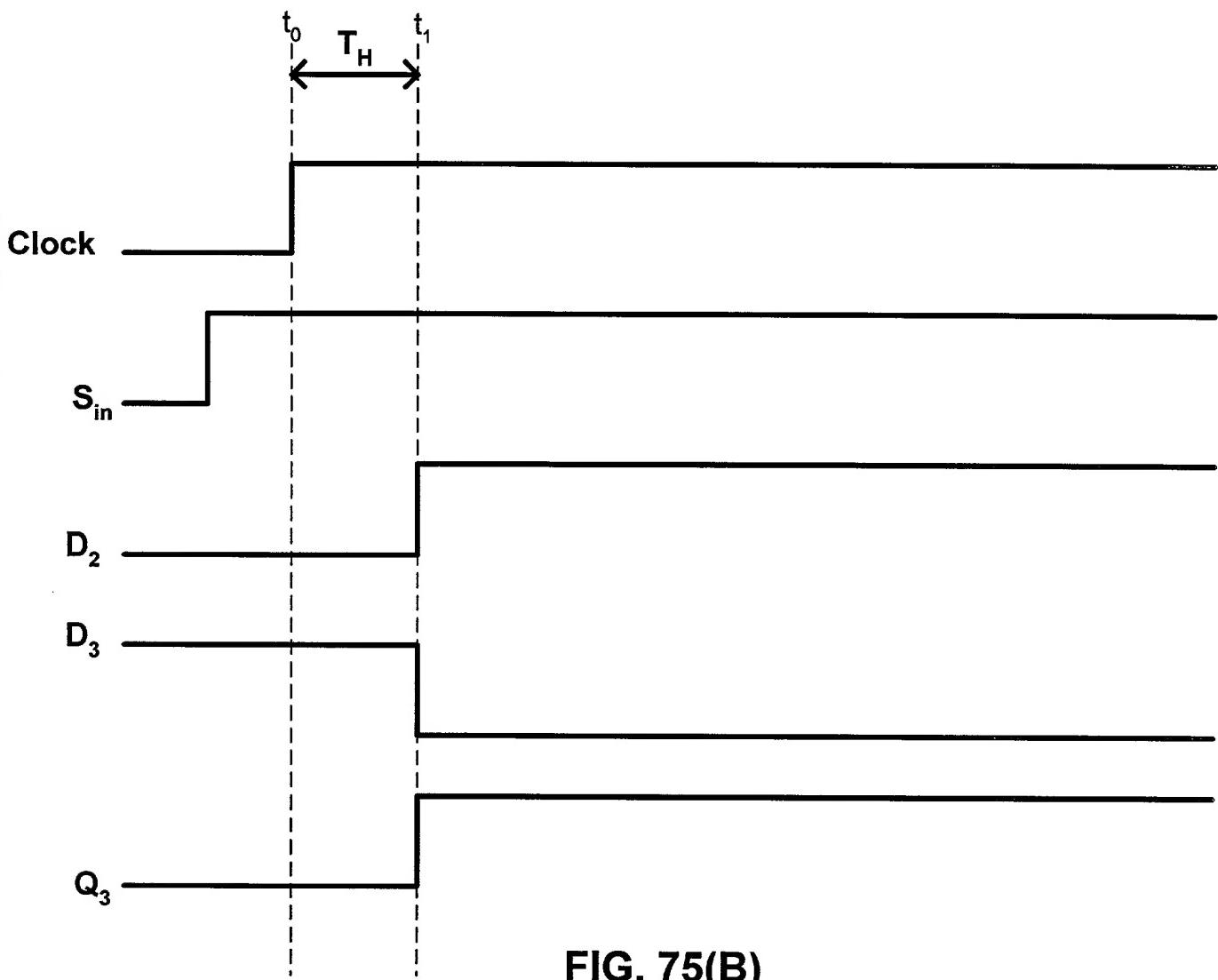


FIG. 75(B)

# MULTIPLE FPGA MAPPING FOR SHIFT REGISTER

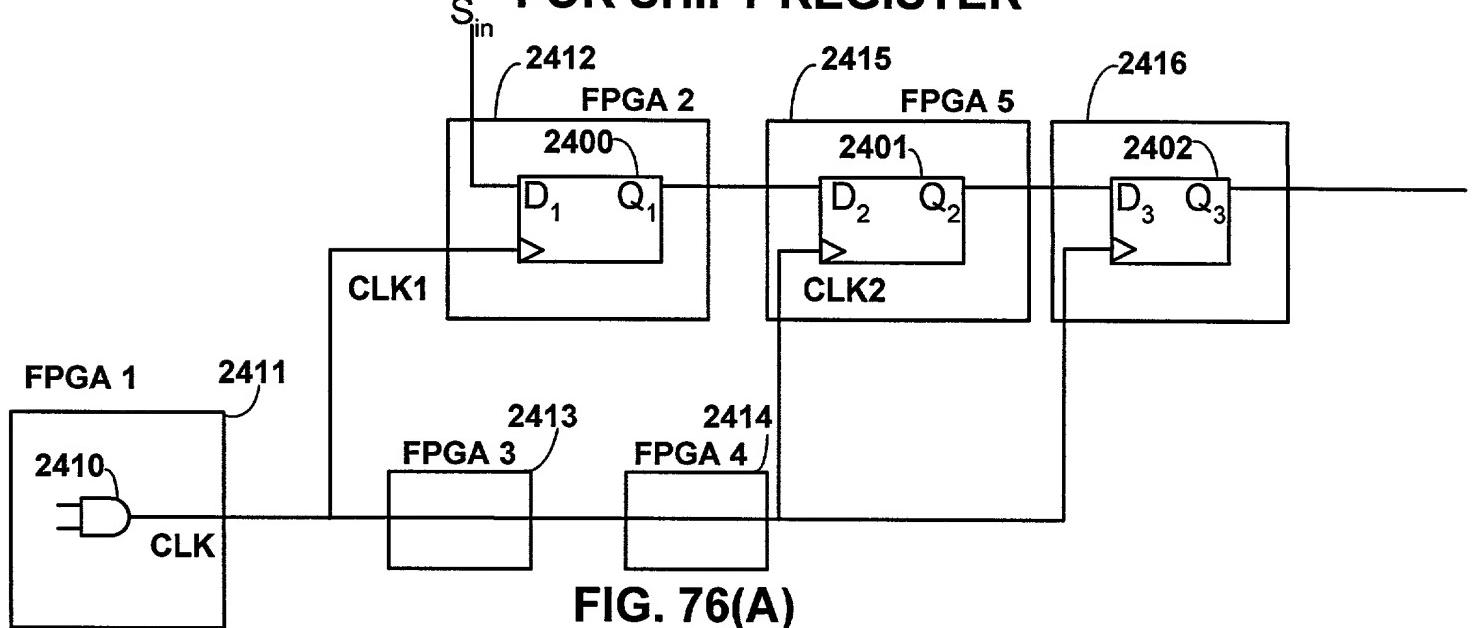


FIG. 76(A)

## HOLD TIME VIOLATION BY LONG CLOCK SKEW

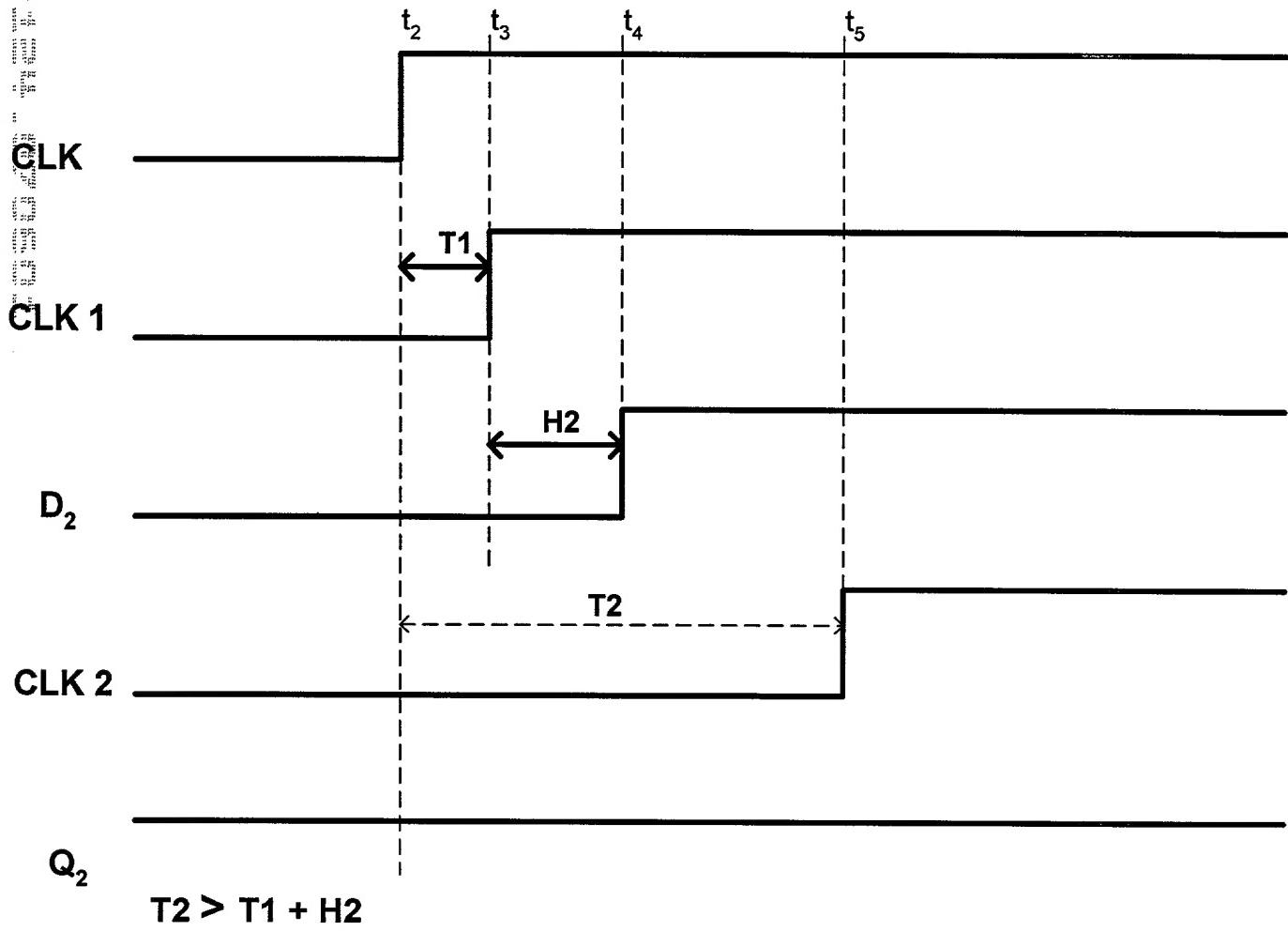


FIG. 76(B)

# CLOCK GLITCH PROBLEM

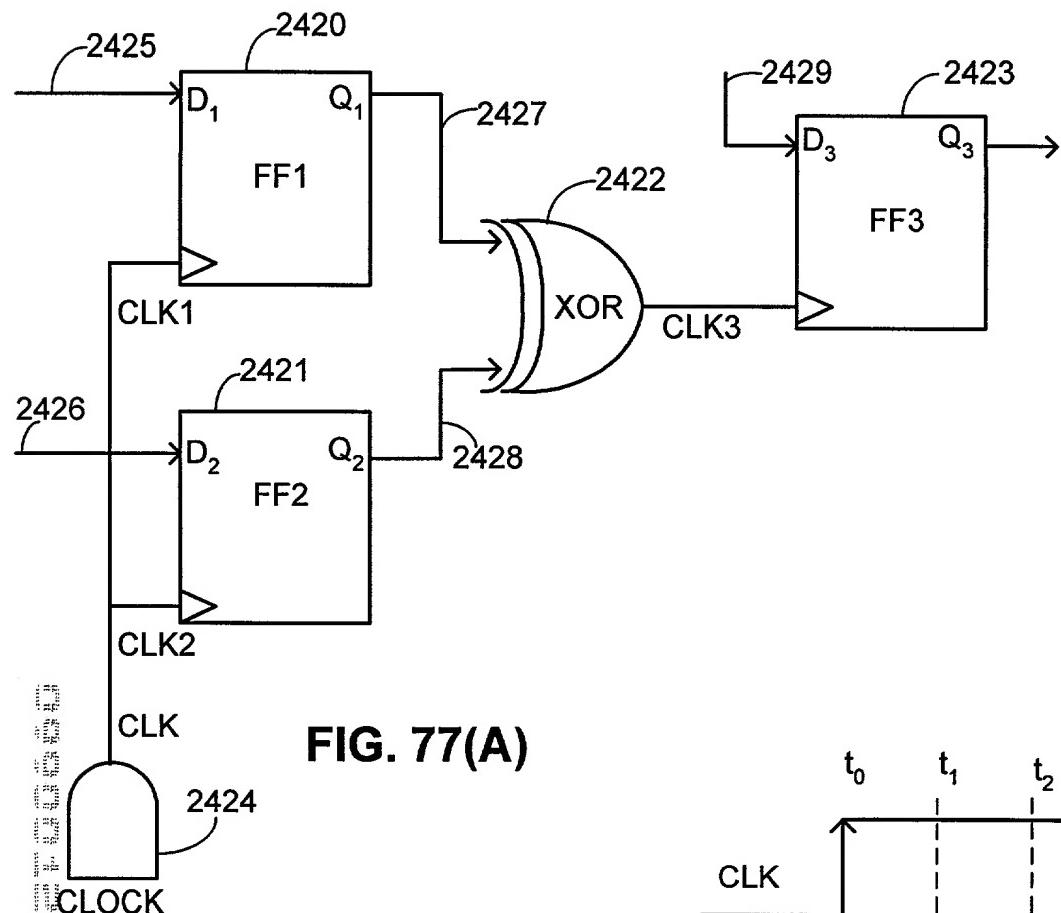


FIG. 77(A)

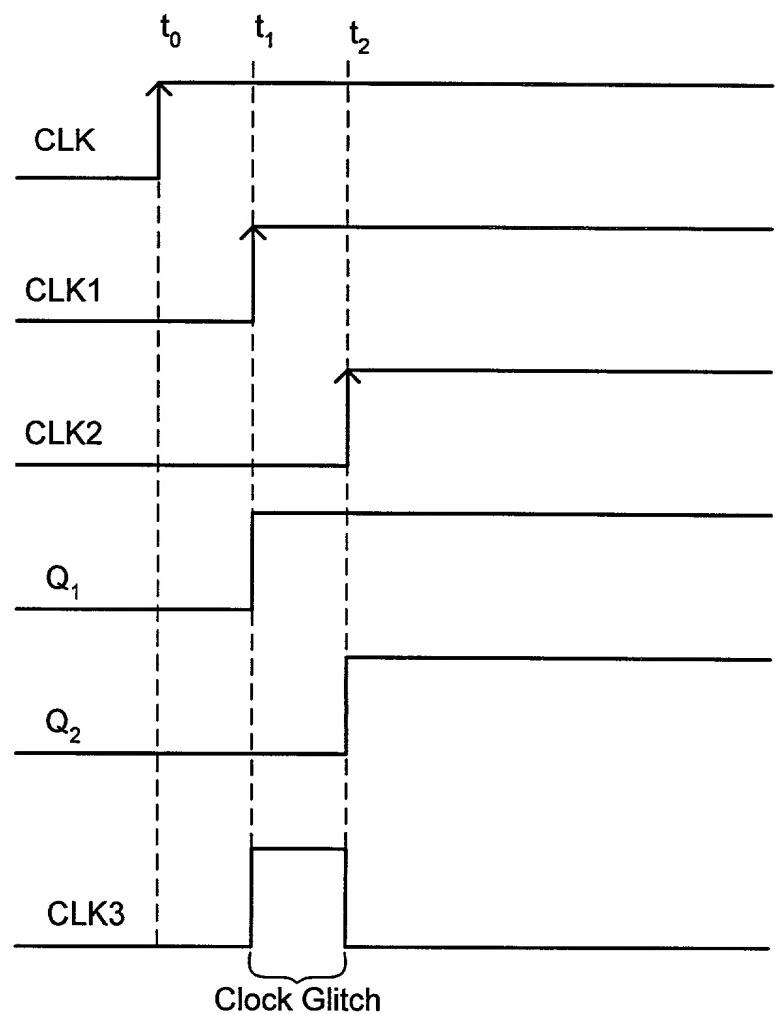
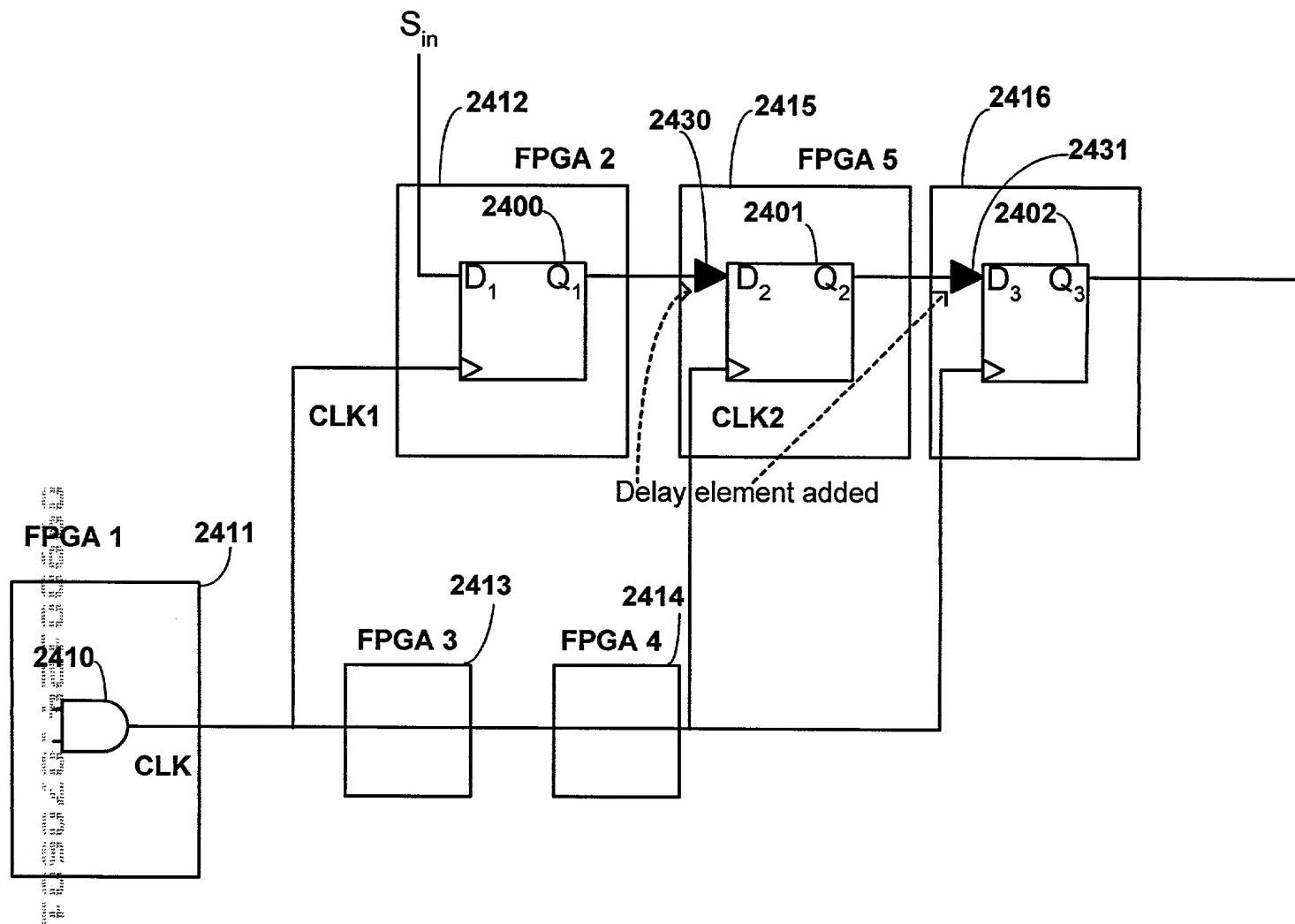


FIG. 77(B)

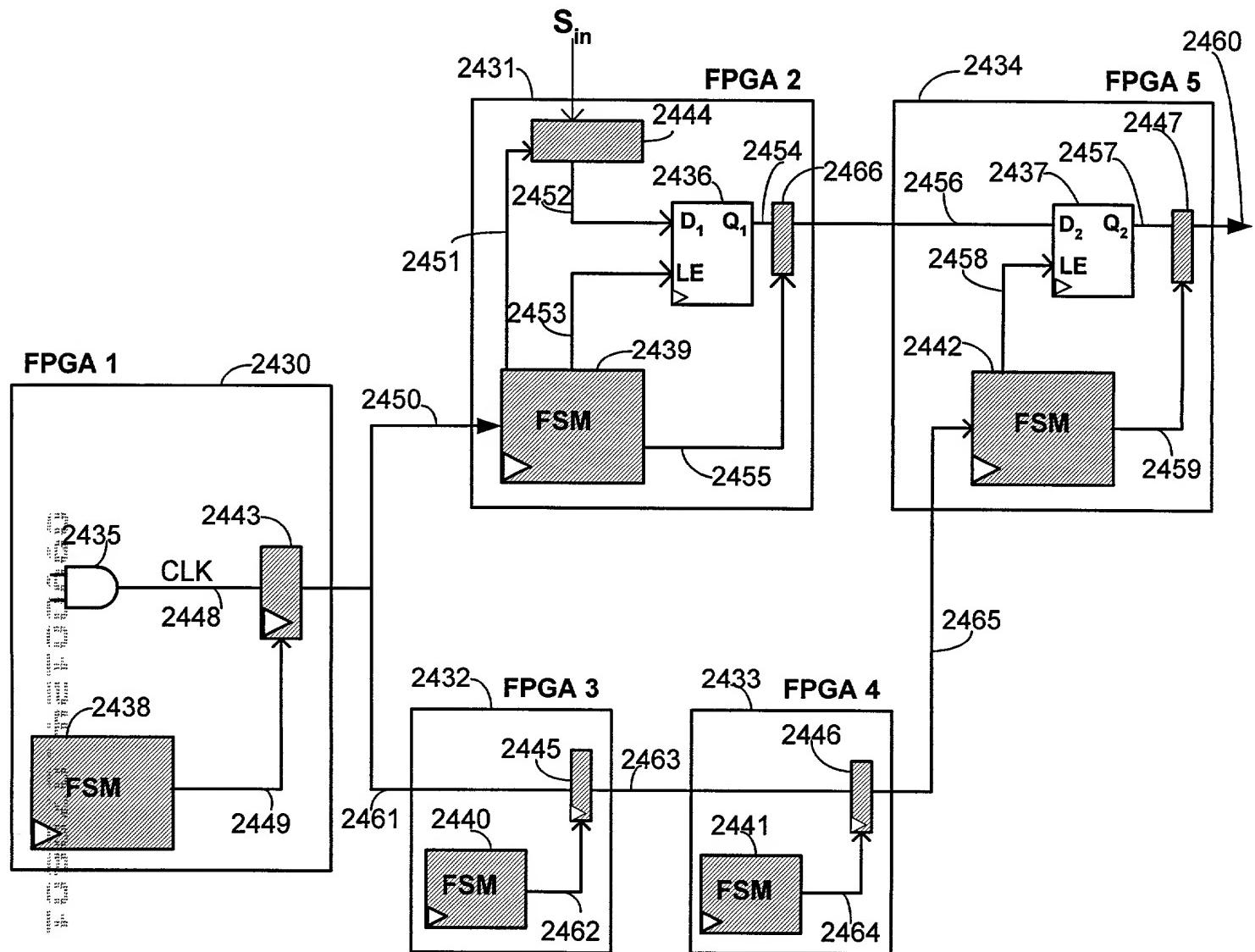
# TIMING ADJUSTMENT BY ADDING DELAY



(Prior Art)

FIG. 78

# GLOBAL RETIMING



## Legend

► Controlled by the global reference clock.

■ FSM and I/O registers for retiming control.

**(Prior Art)**

**FIG. 79**

# TIGF LATCH

Original Latch

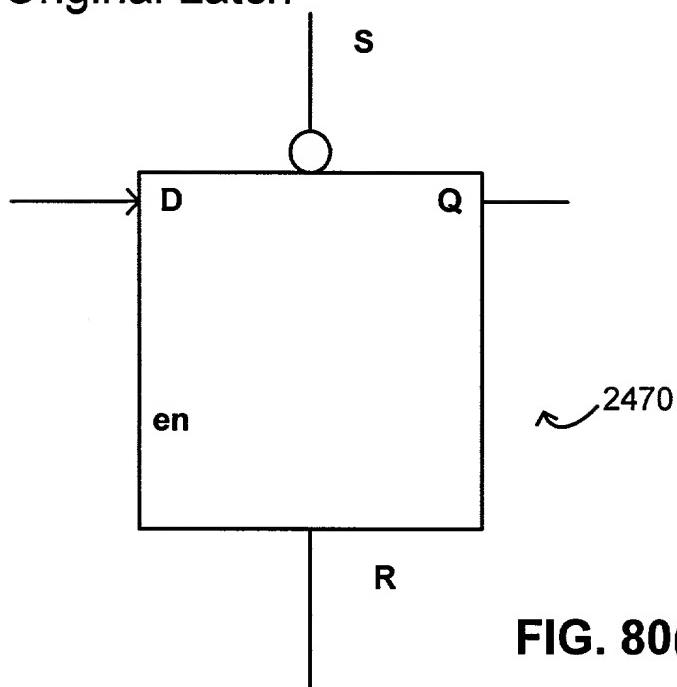


FIG. 80(A)

TIGF Latch

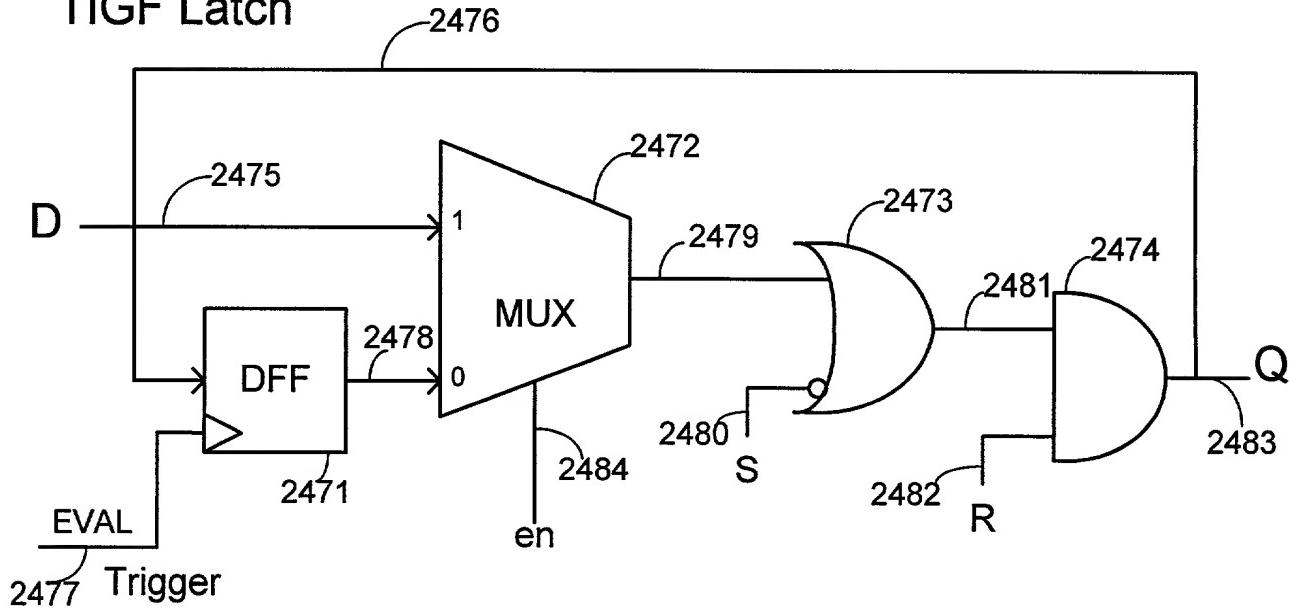


FIG. 80(B)

Original DFF

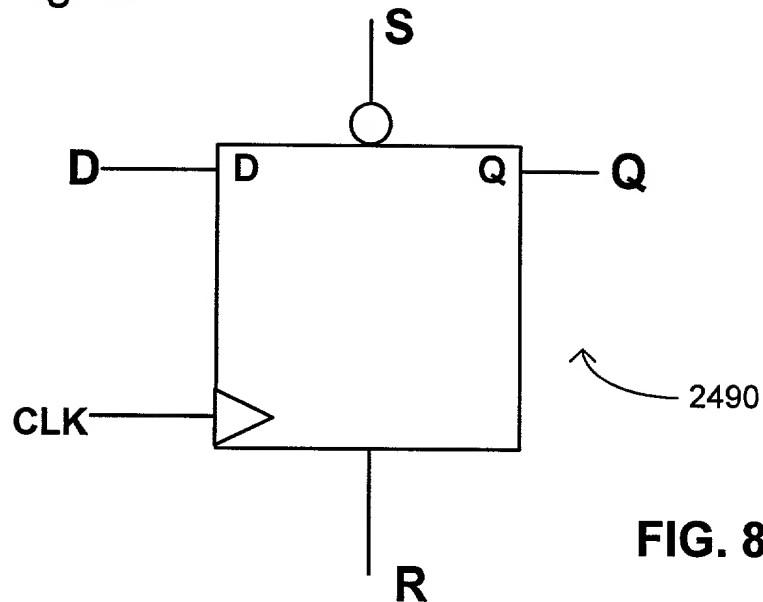


FIG. 81(A)

2491  
2492  
2493  
2494  
2495  
2496  
2497  
2498  
2499  
2500  
2501  
2502  
2503  
2504  
2505  
2506  
2507  
2508  
2509  
2510  
2511  
2512  
2513  
2515

TIGF DFF and Edge Detector

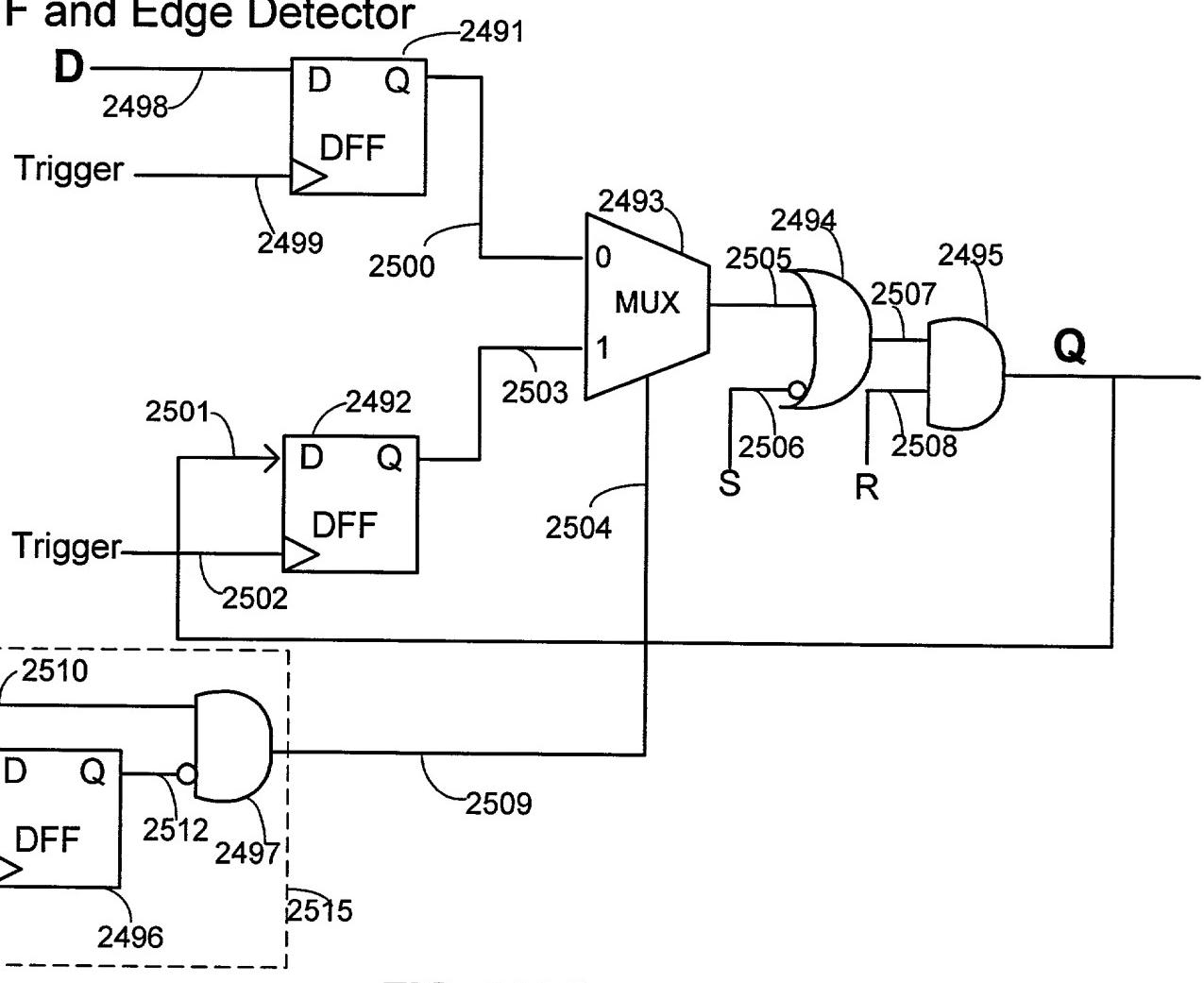
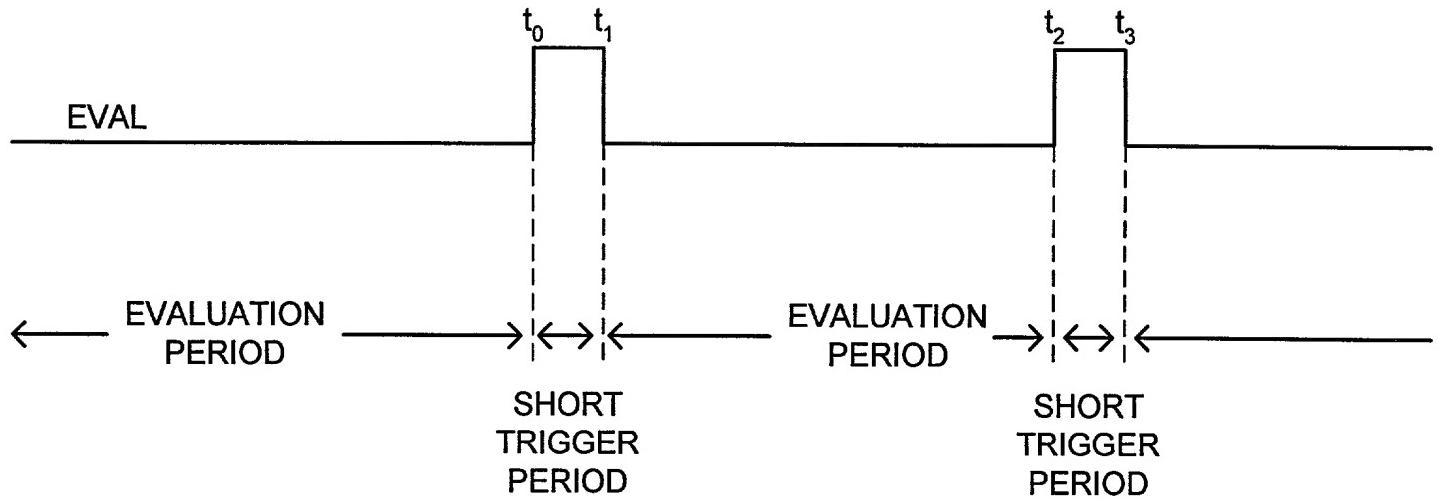


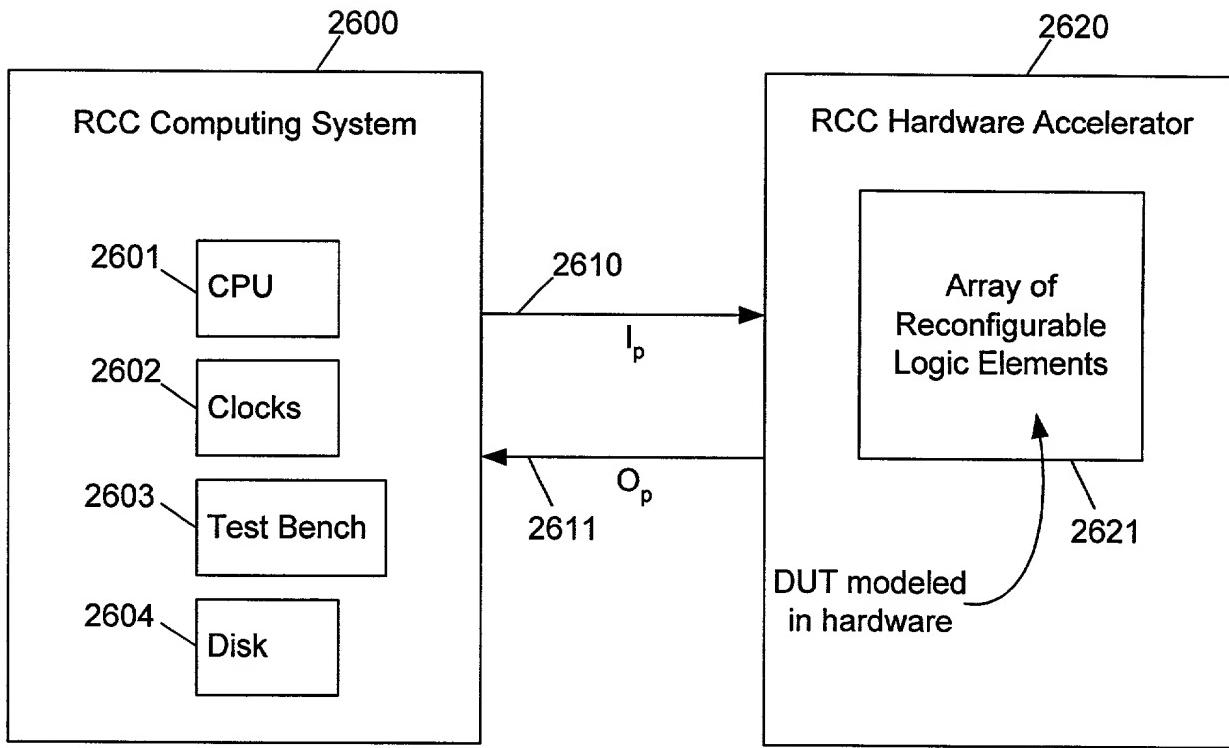
FIG. 81(B)

# GLOBAL TRIGGER SIGNAL

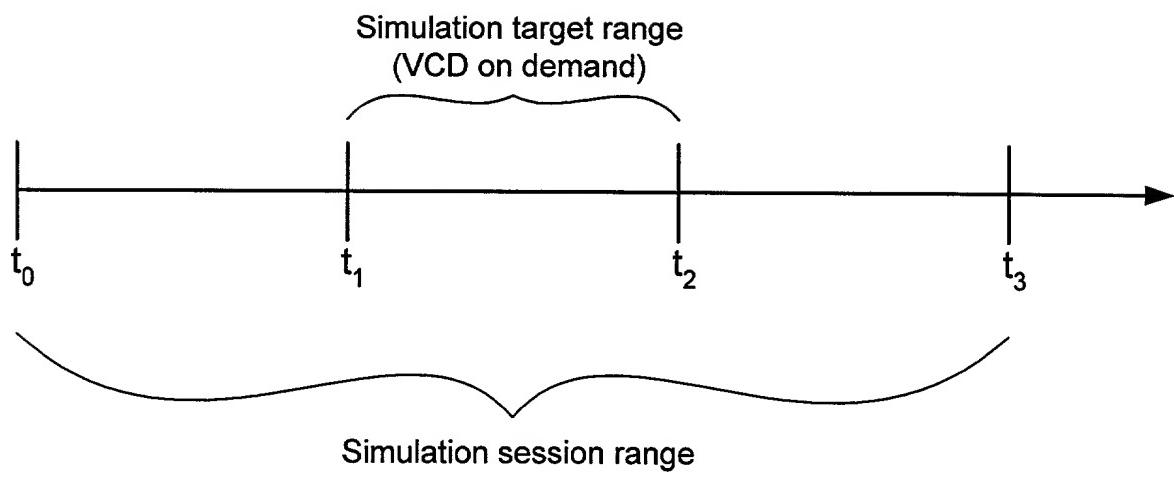


**FIG. 82**

# RCC System

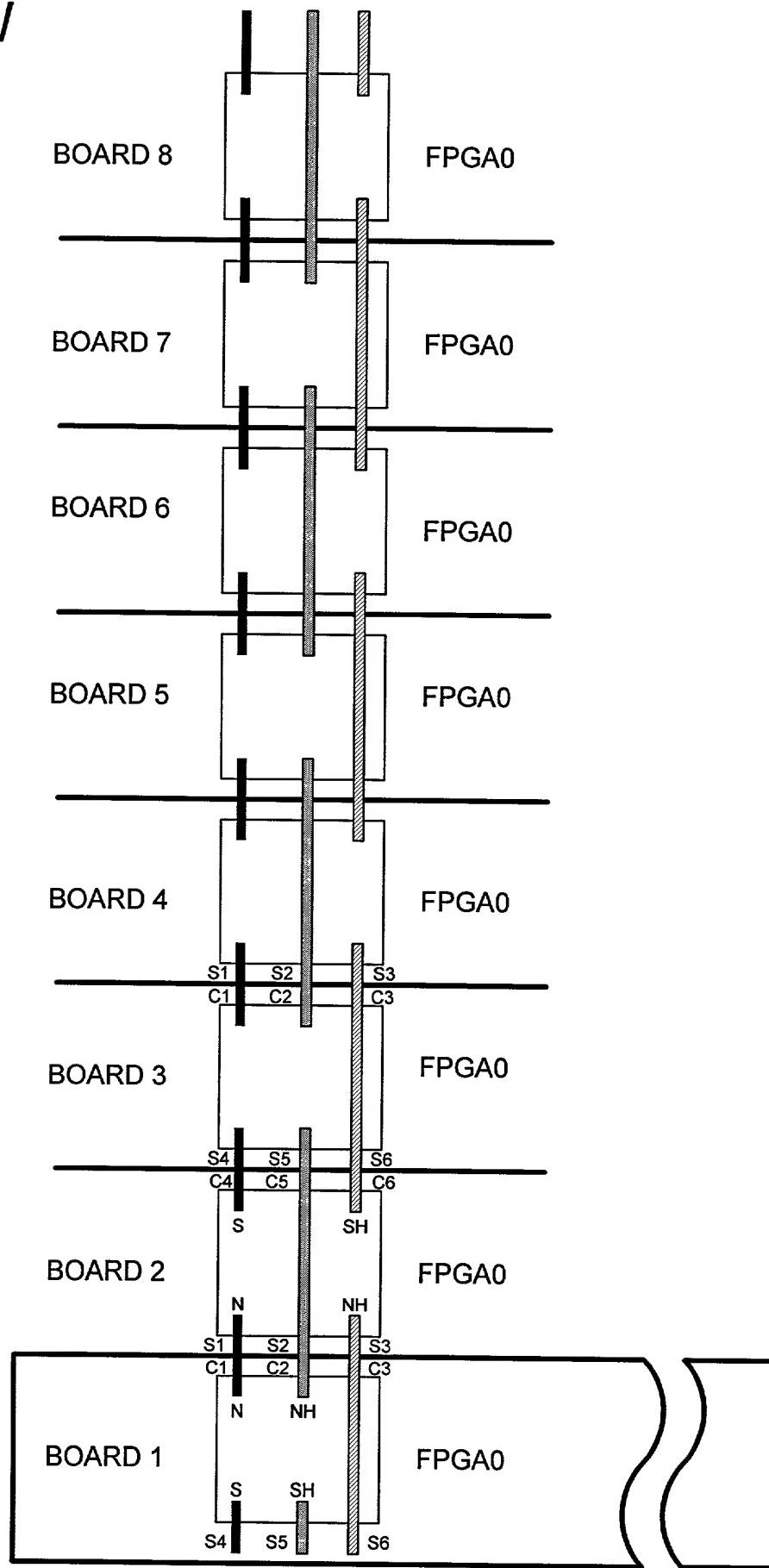


**FIG. 83**



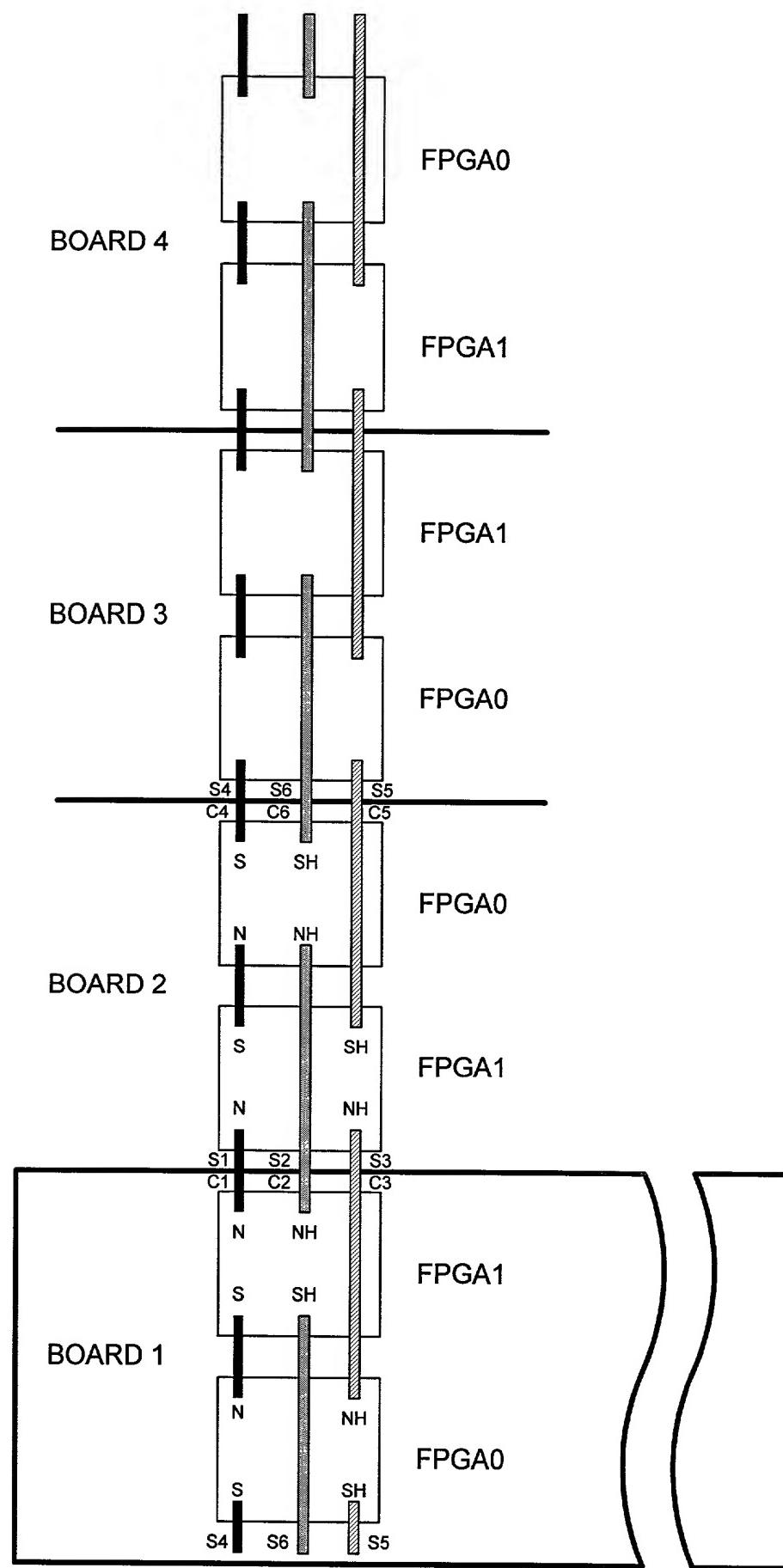
**FIG. 84**

# SINGLE-ROW FPGA PER BOARD



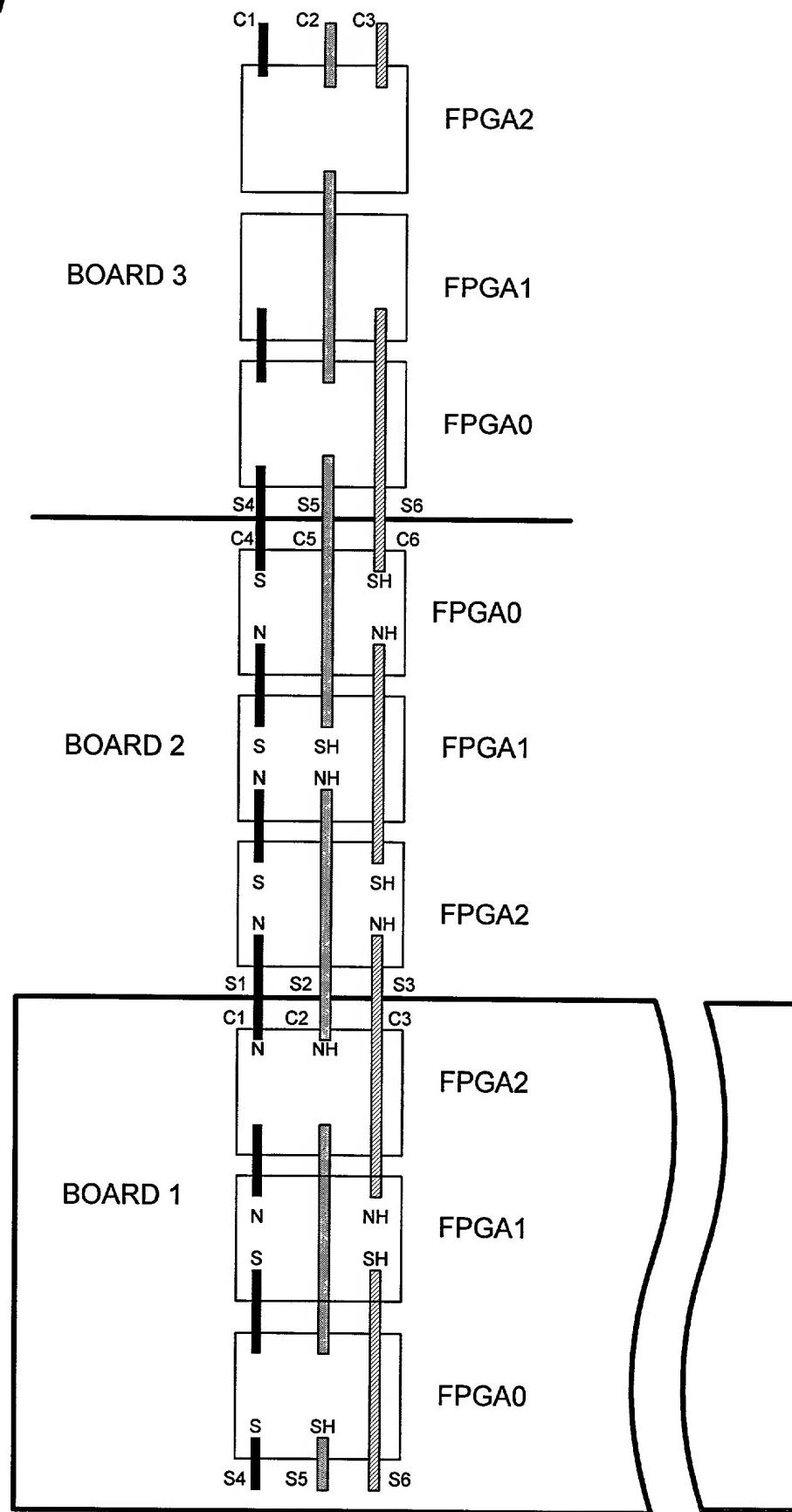
**FIG. 85**

# TWO-ROW FPGA PER BOARD



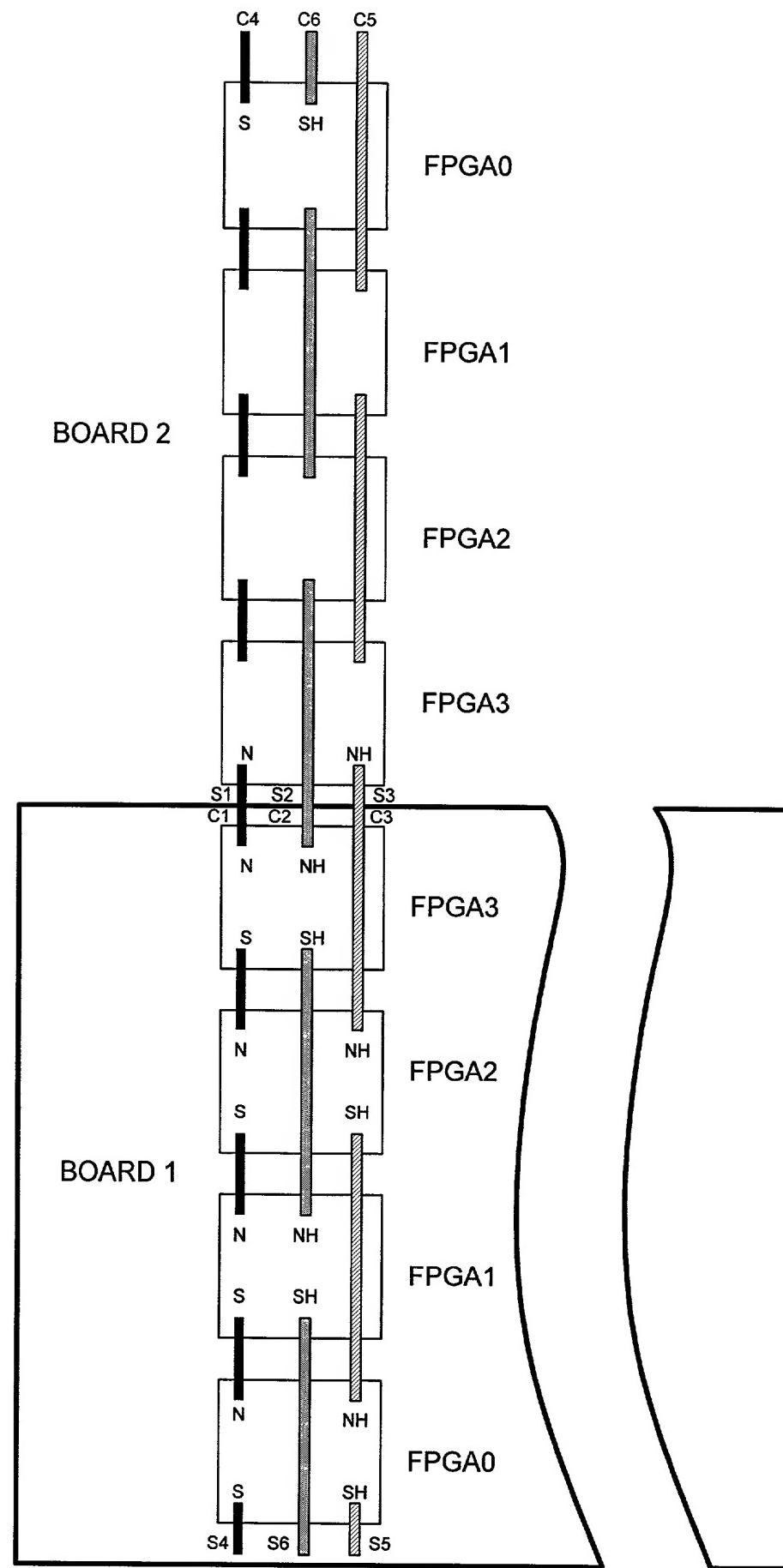
**FIG. 86**

# THREE-ROW FPGA PER BOARD



**FIG. 87**

# FOUR-ROW FPGA PER BOARD

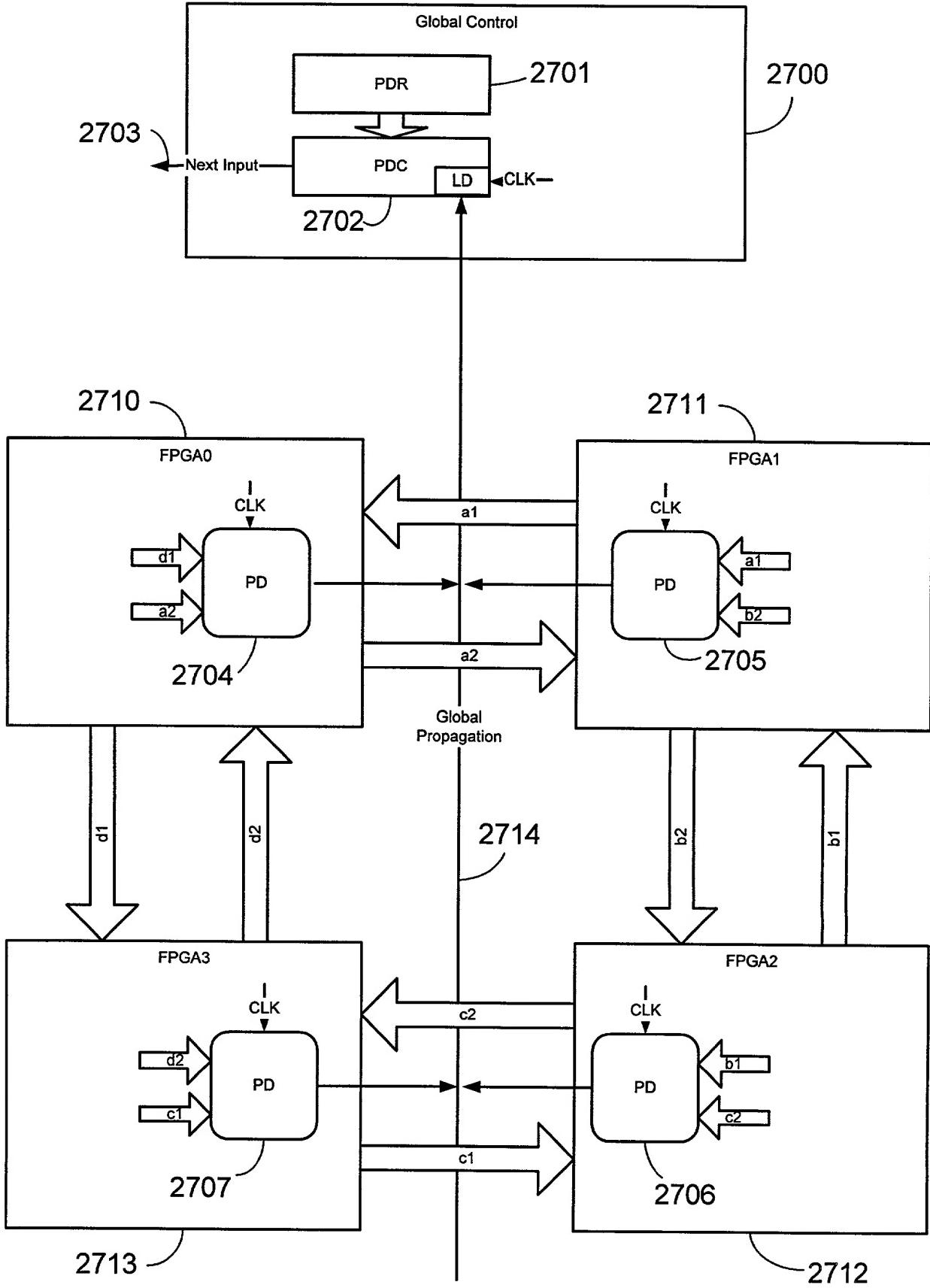


**FIG. 88**

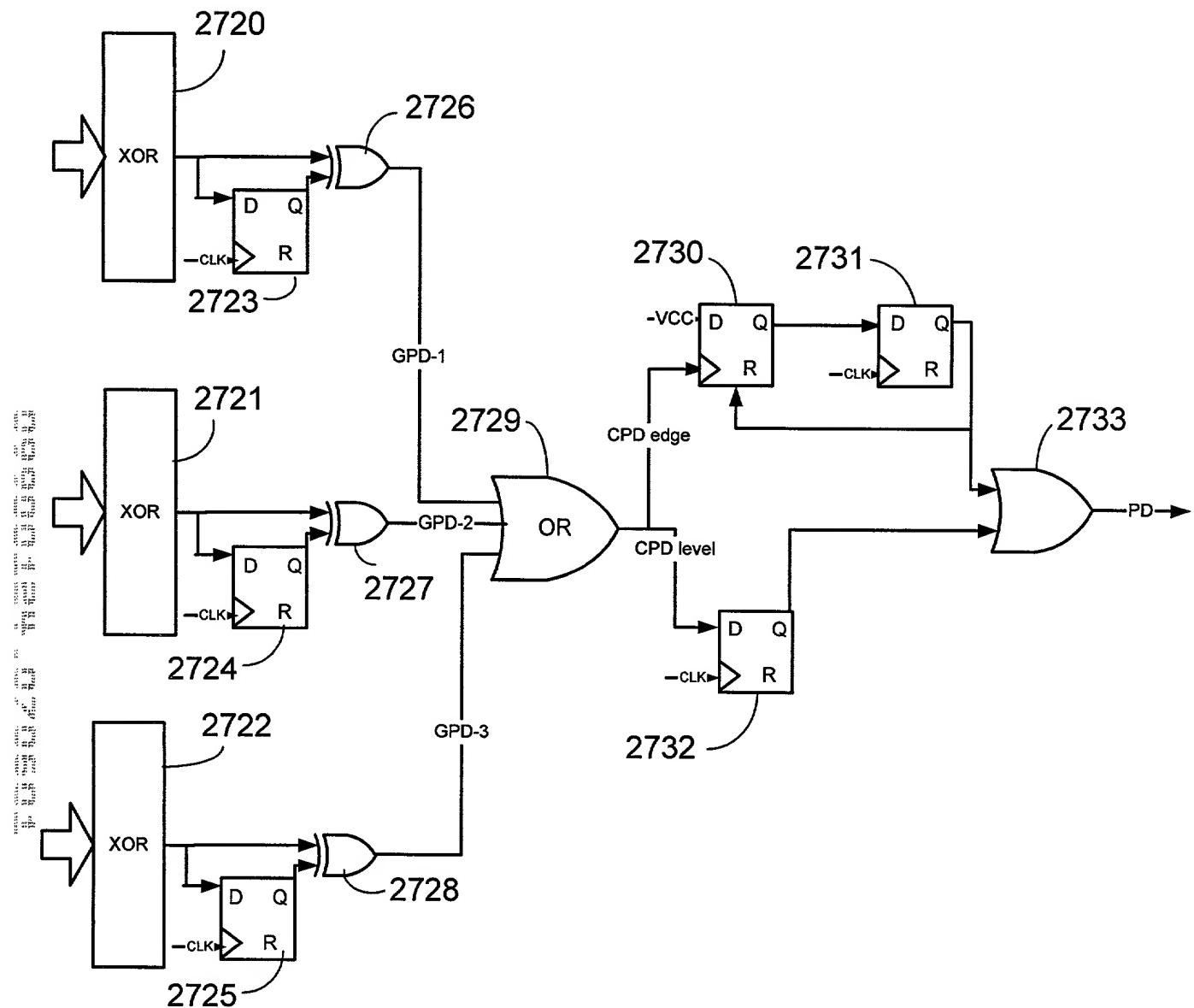
# INTERCONNECT FOR THREE-ROW PER BOARD

I/O Signals	Odd Board	Even Board	Common Board
	Connector-Group Pin-position	Connector-Group Pin-position	Connector-Group Pin-position
FPGA2_N	C1	S1	C1, S1
FPGA2_NH	C2	S3	C2, S3
FPGA1_NH	C3	S2	C3, S2
FPGA0_S	S4	C4	C4, S4
FPGA0_SH	S5	C6	C6, S5
FPGA1_SH	S6	C5	C5, S6

**FIG. 89**



**FIG. 90**



# FIG. 91

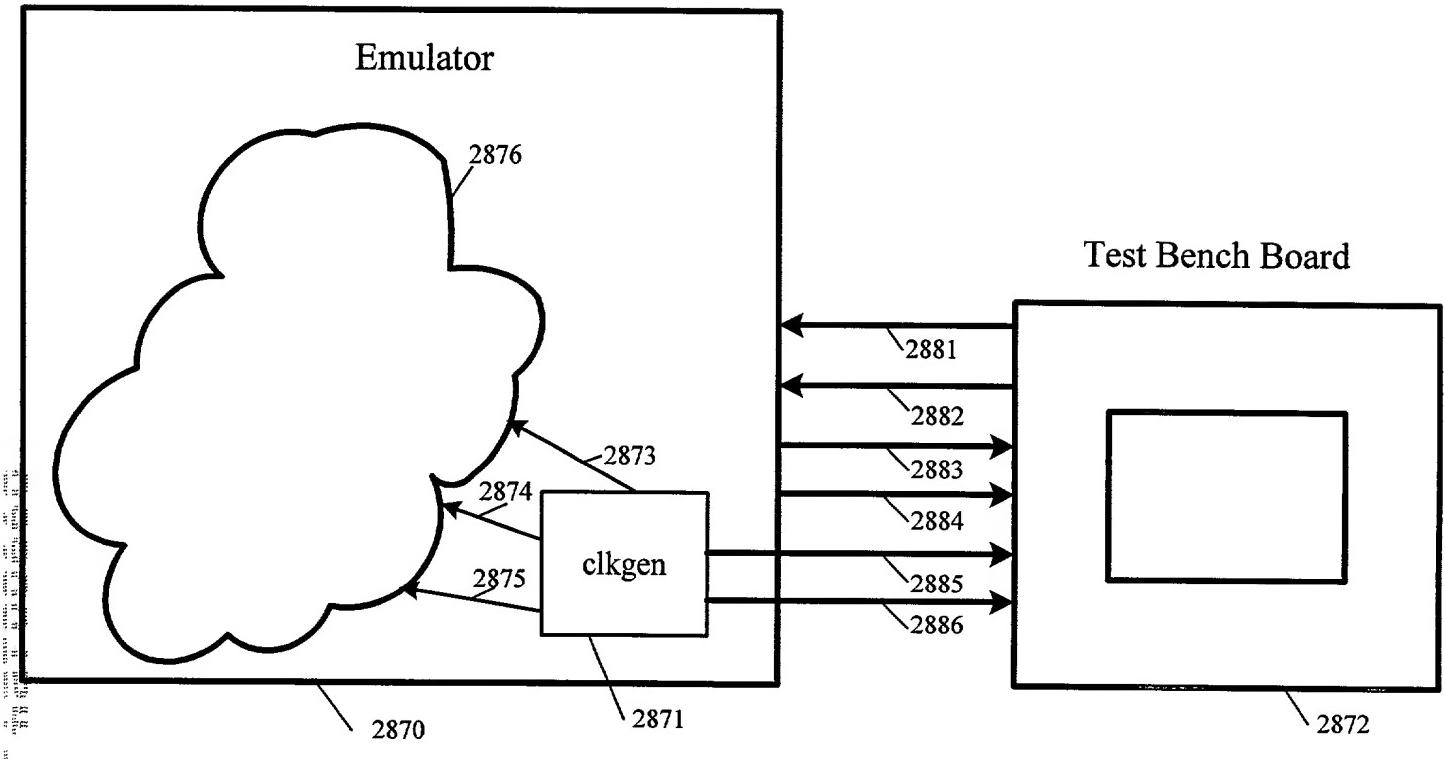


FIG. 92

# Clock Specification

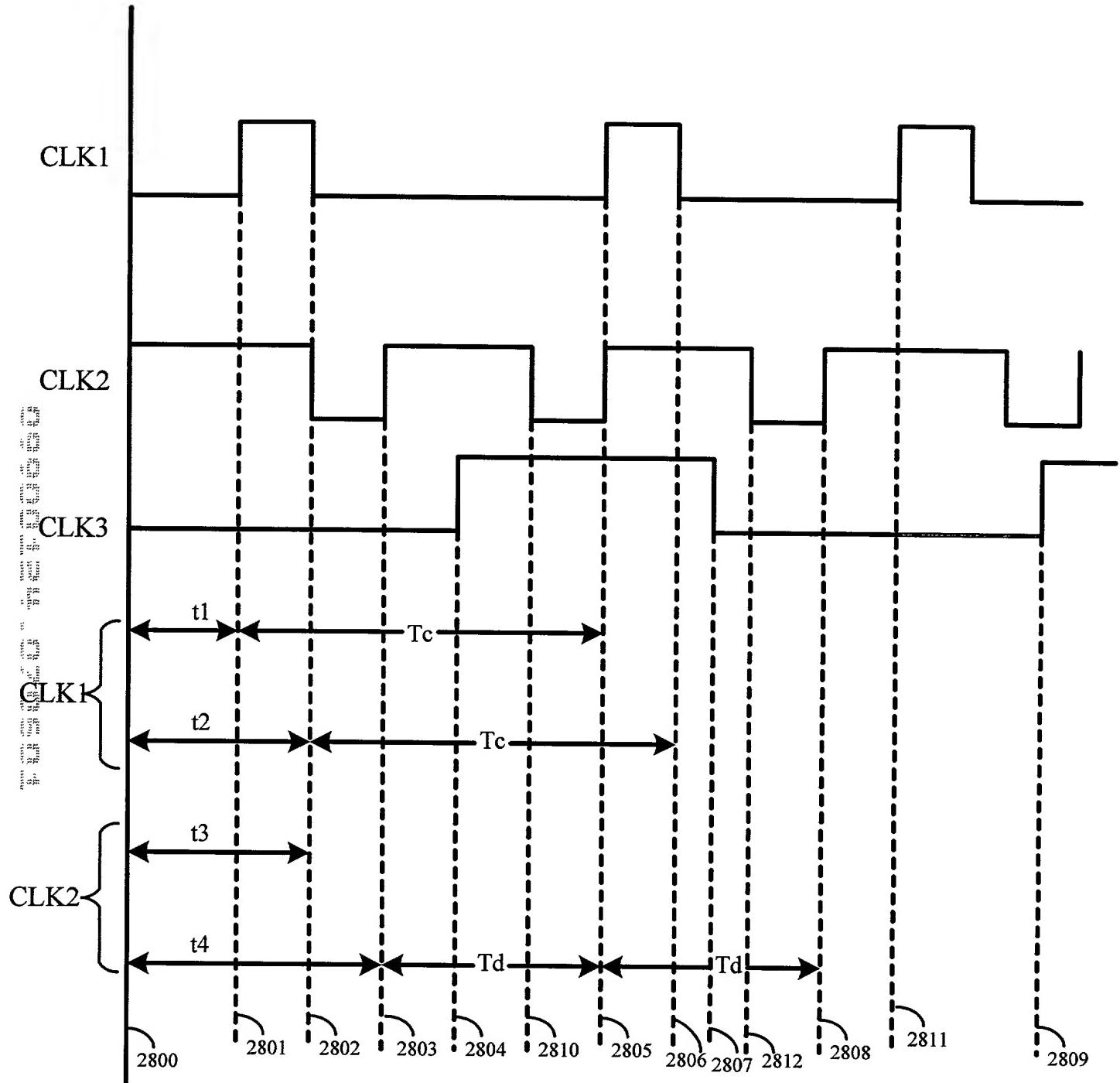


FIG. 93

# Clock Generation Scheduler w/ Slices

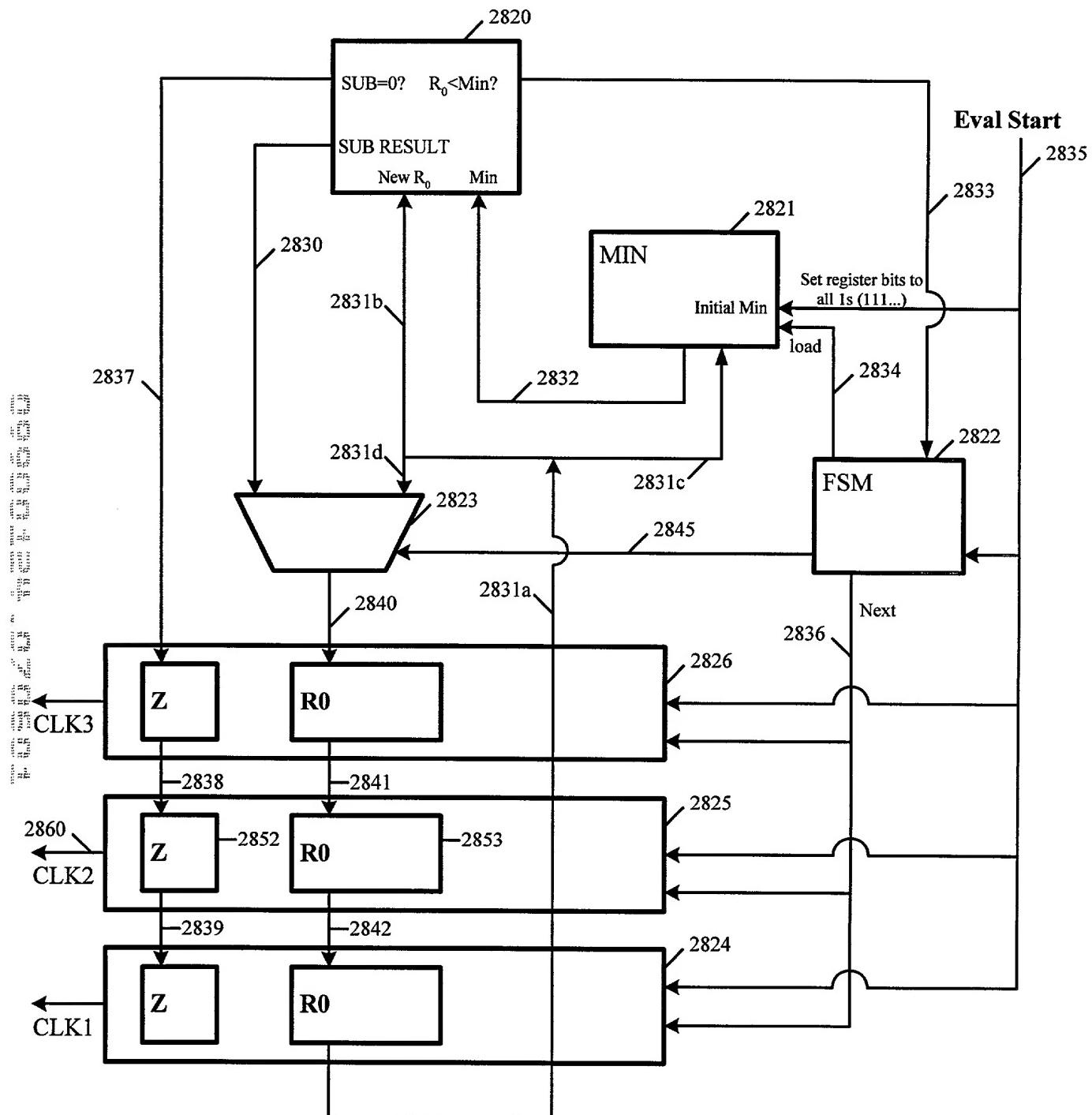


FIG. 94

# Clock Generation Slice

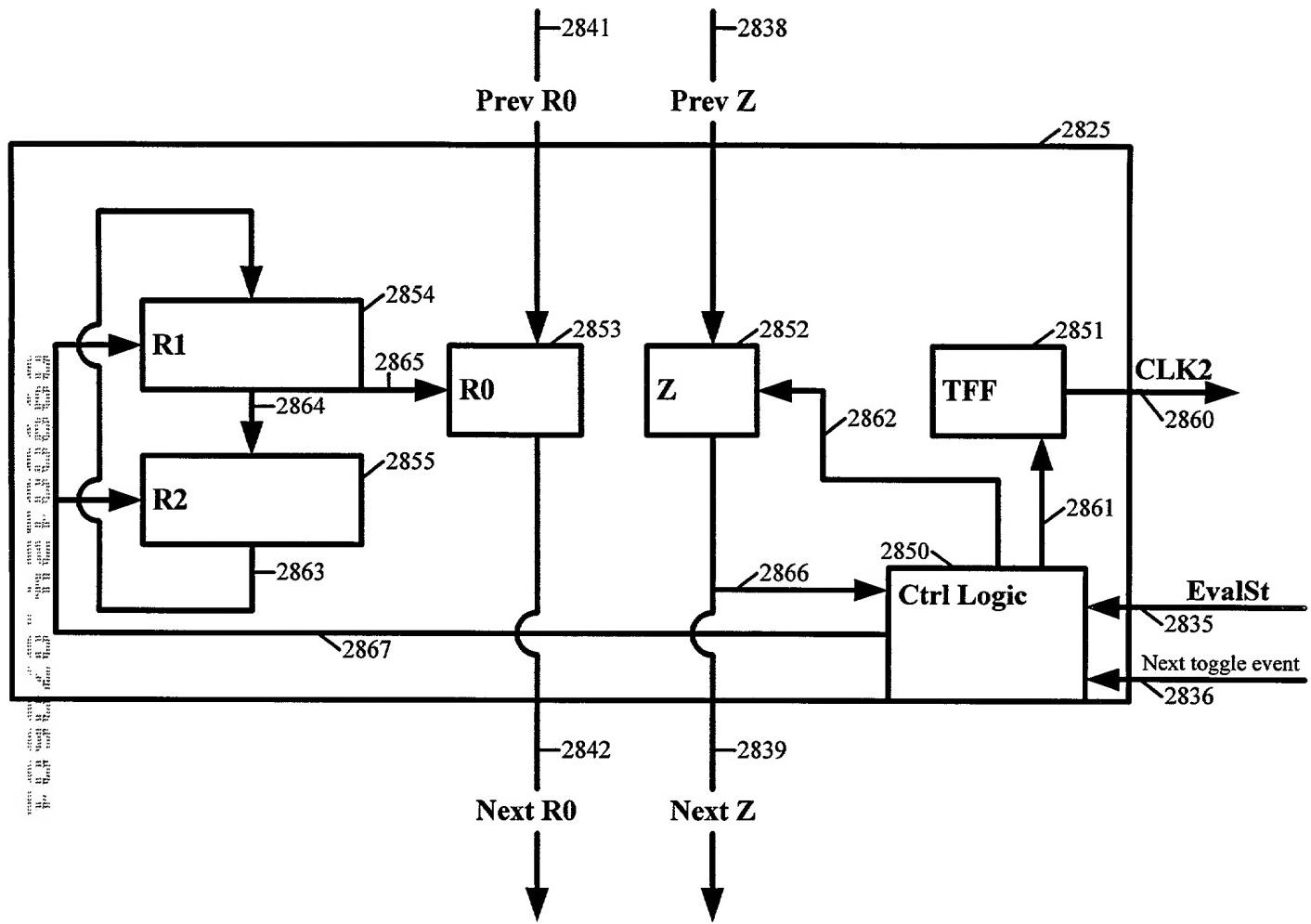


FIG. 95

# Clock Generation Scheduler and Slices

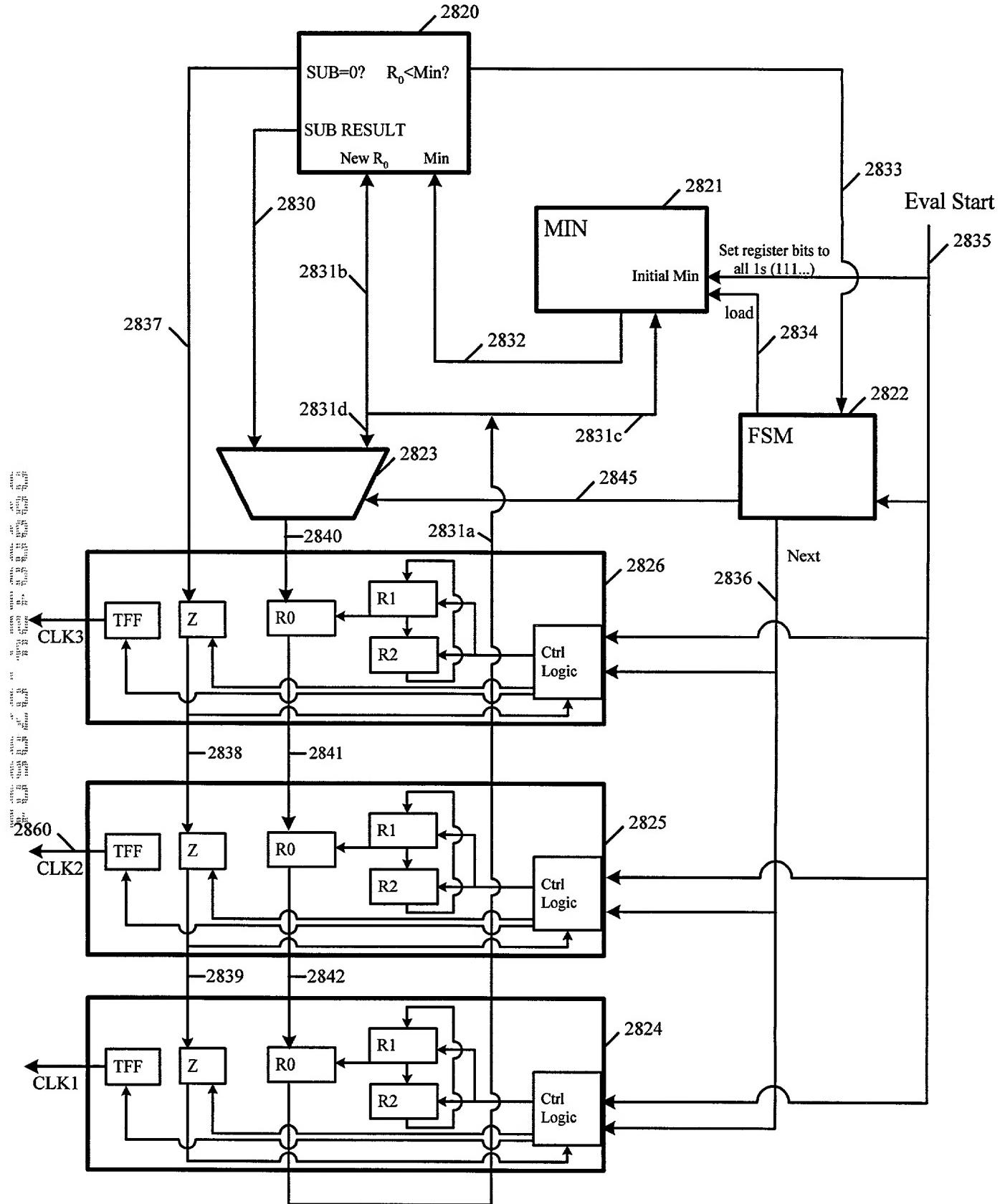


FIG. 96

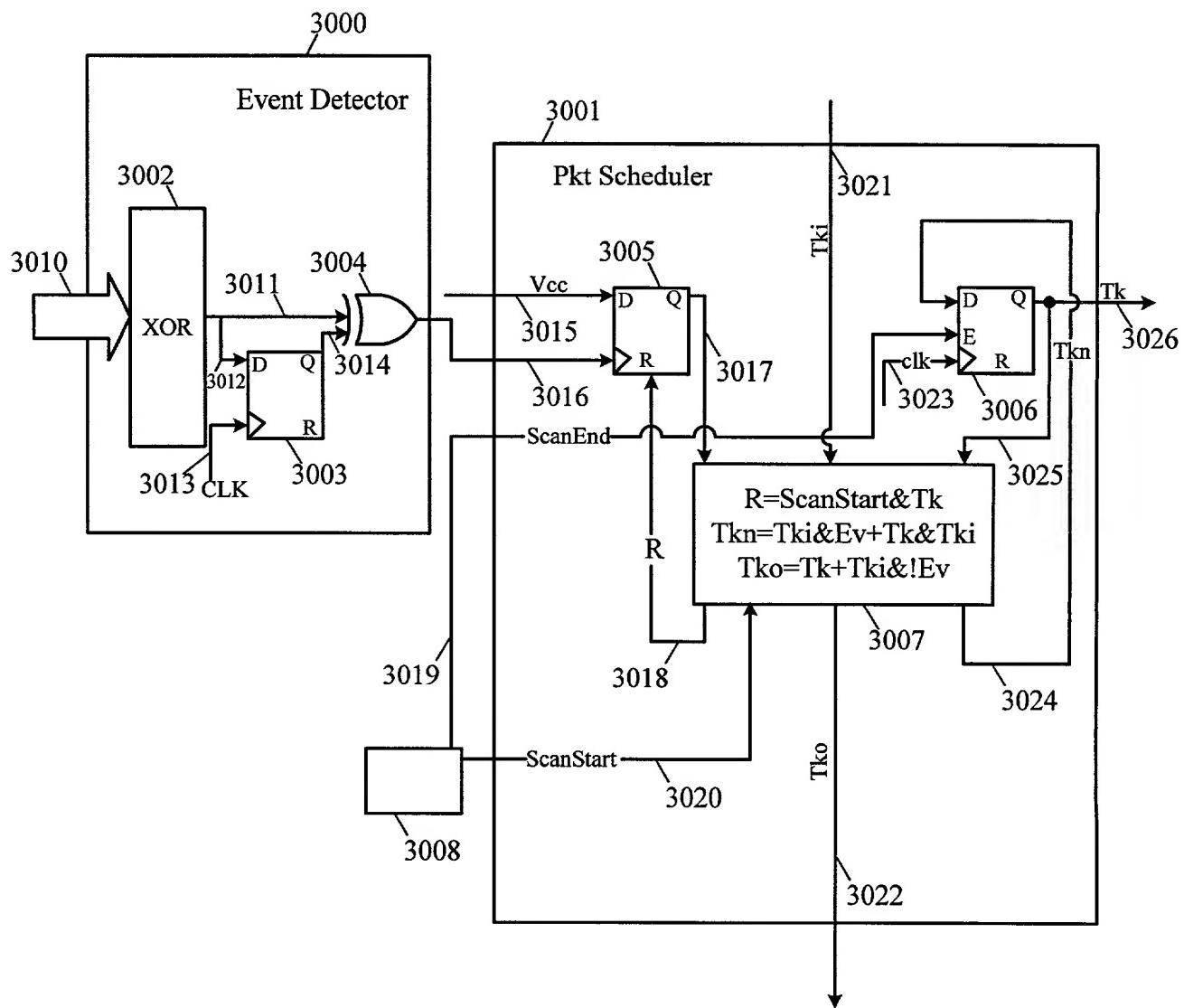


FIG. 97

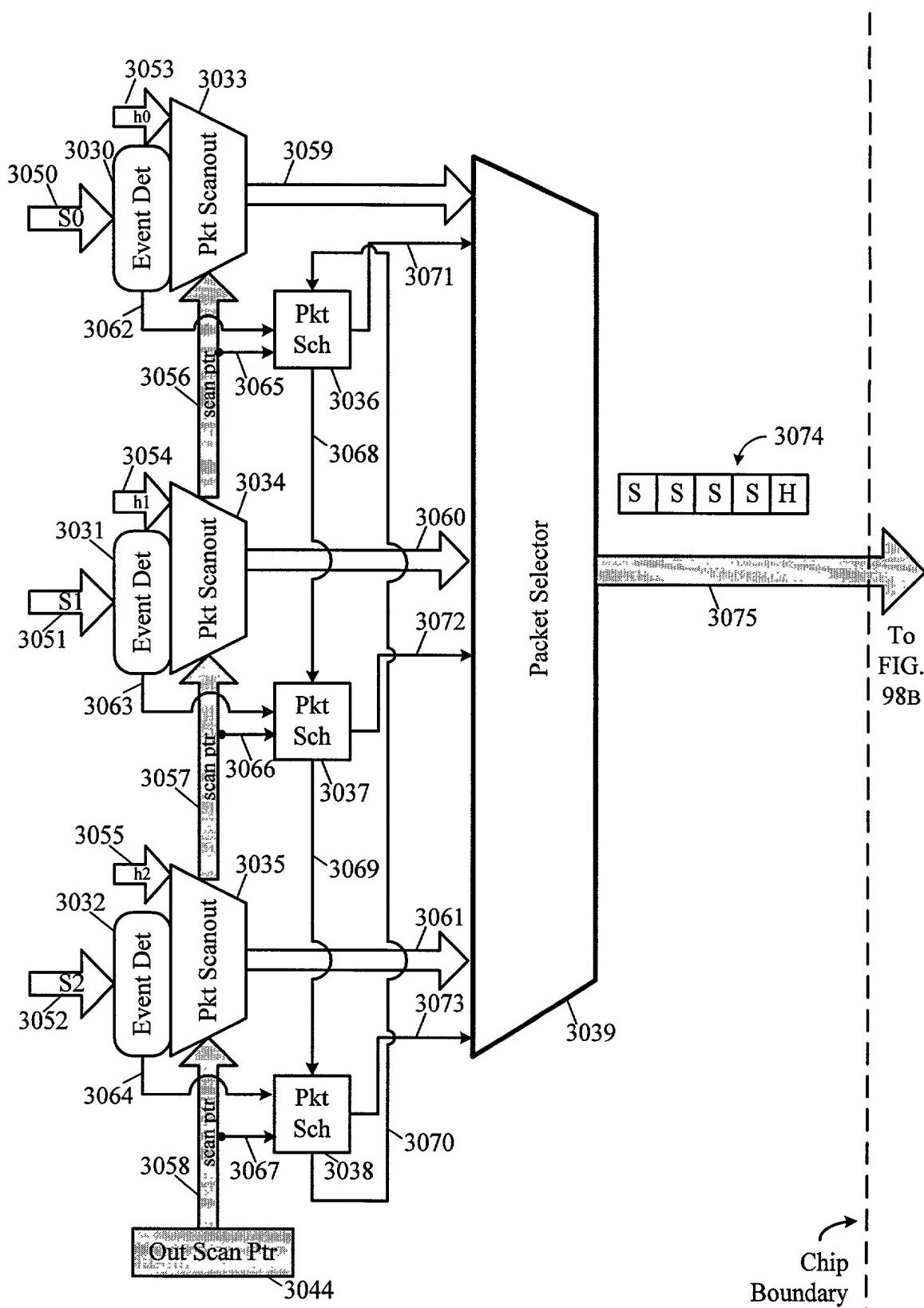


FIG. 98A

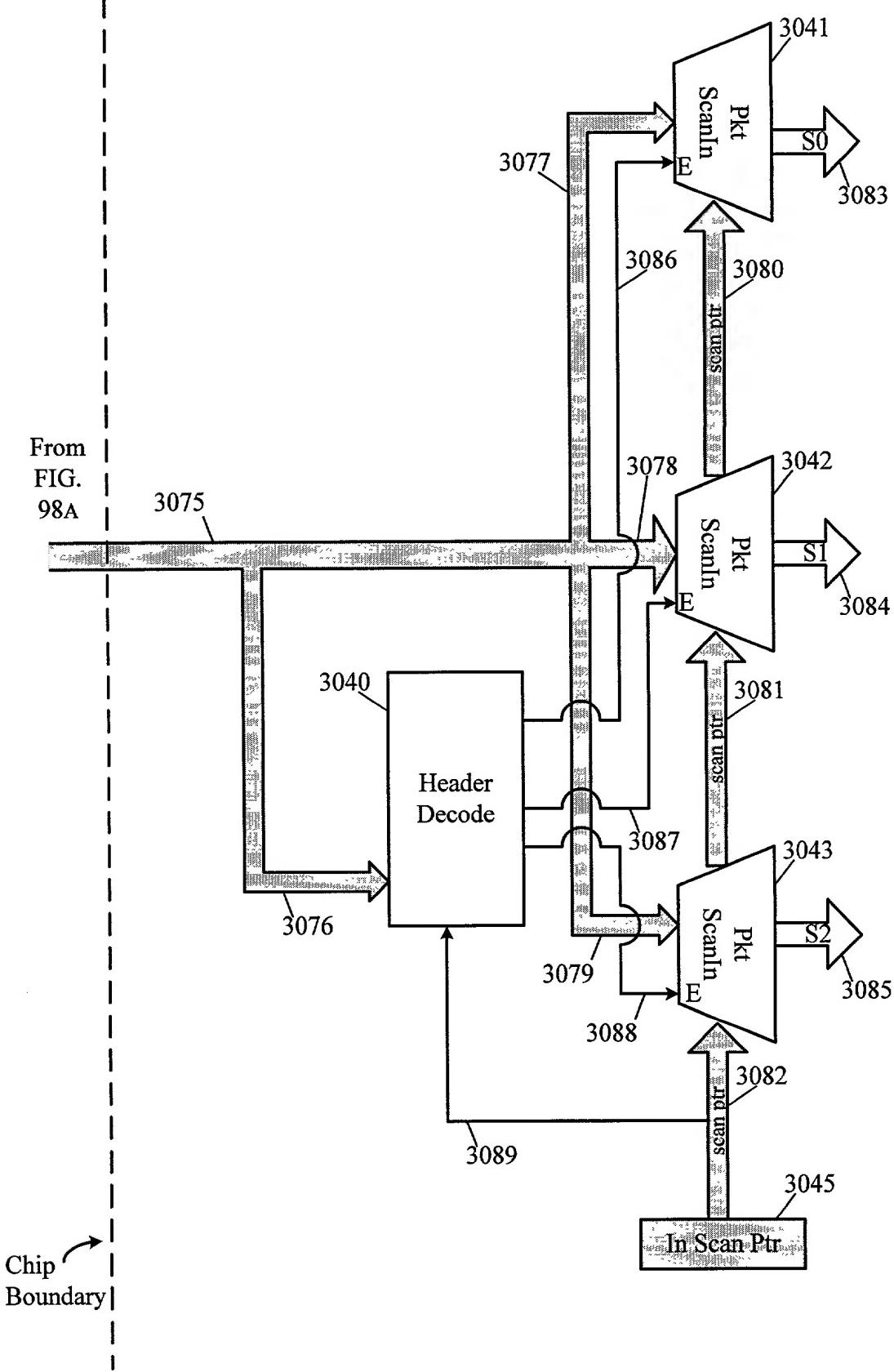


FIG. 98B